THE OFFICIAL SEGA SATURN MAGAZINE

# SEGA SATURN MAGAZINE

ISSUE 6

APRIL 96

£2.75

THE KING OF FIGHTERS '95

A perfect conversion comes to Saturn on cartridge AND CD! Full details inside!

## GUNGRIFFON

Robot war is nigh!

## WIPEOUT

How does it compare to the PlayStation version? See our exclusive review!

## MORTAL KOMBAT 3

Blood, gore, the ULTIMATE conversion!



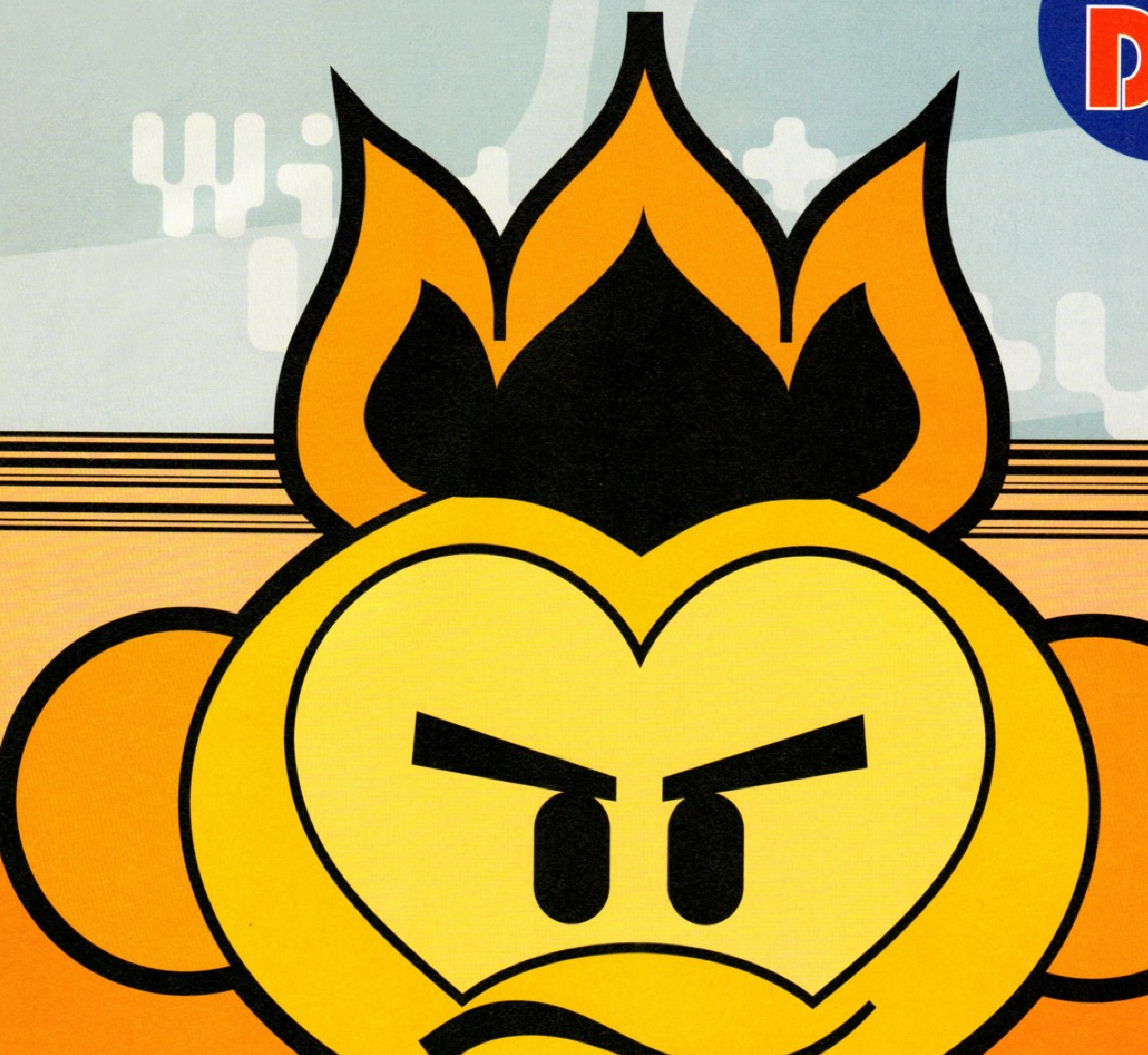


PLUS! DARK SAVIOUR MAGIC CARPET DARKSTALKERS VIRTUA FIGHTER 2 GUIDE PANZER DRAGOON 2 STREET FIGHTER ALPHA VIRTUA FIGHTER 3 TIME ATTACK COMPO




I CLEAN MY FACE WITH OXY DAILY WASH EVERY MORNING BECAUSE I DON'T WANT SPOTS. IT CLEARS MY PORES OF THE MUCK AND GREASE THAT CAUSES THEM. SPOTS? OXYCUTE 'EM!





# go speed racer!

SEGA SATURN™ MAGAZINE

# contents




## PREVIEWS



## REVIEWS



## REGULARS

















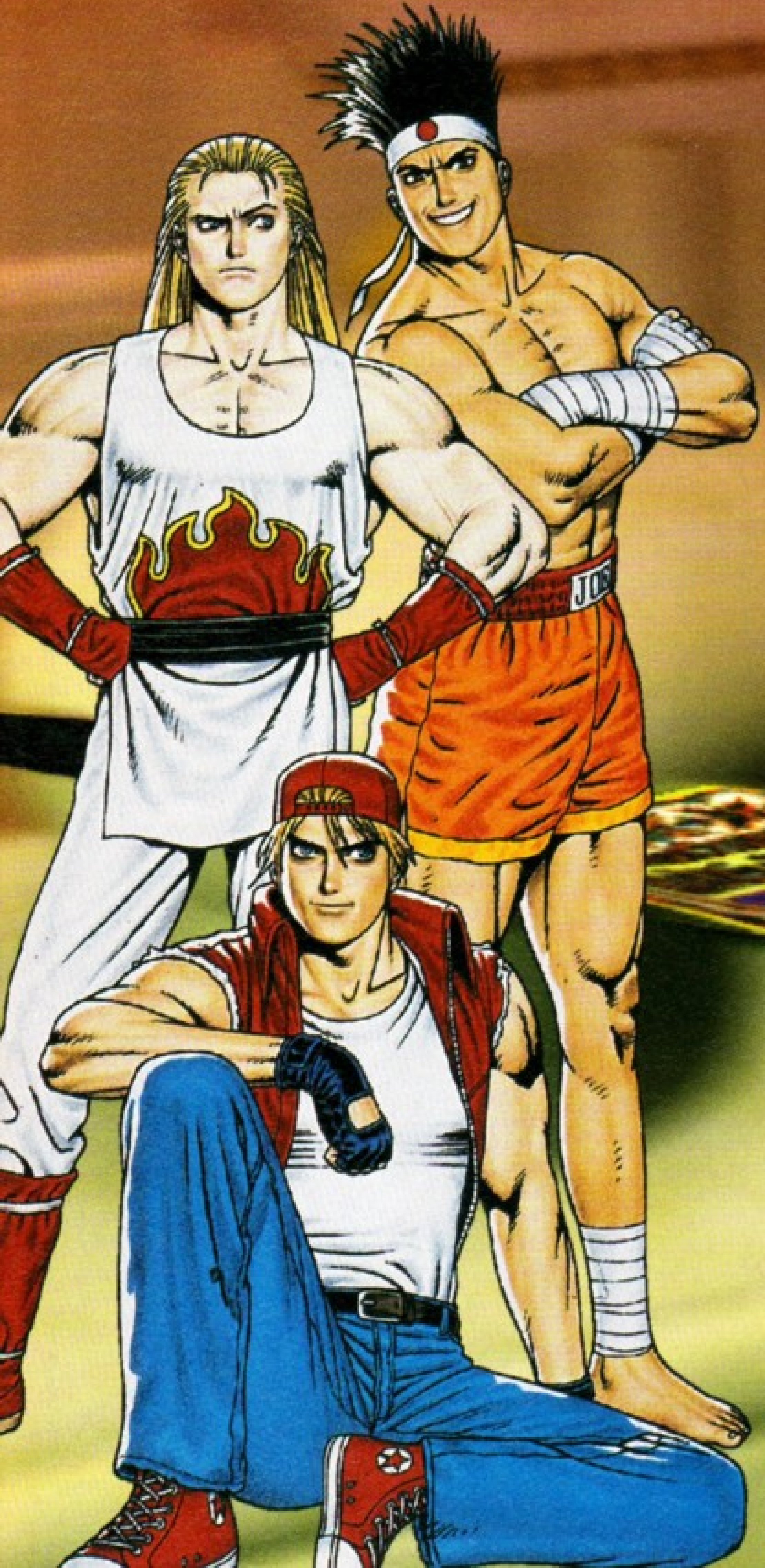

## PLUS!



# SHOWCASES









## COVER STORY:

# SEGA SATURN™ NEWS

## PRICE WAR IS ON THE WAY!

Just as we were winding up the issue, we heard that a massive announcement concerning the price of the Saturn was to be made in Japan. It turns out that the Japanese have decided to slash the Saturn's price to just 20,000 yen – that's only £125! It seems that the reason for this lies in the Saturn/Playstation hardware battle, which Sega is winning by over 300,000 units. Sega now want to push Sony out of the market even more with their aggressive pricing, and for the moment this seems to be working. The price drop is also thought to counter attack the Ultra 64 launch, where the machine is bound to come in at a very competitive price.
Whether or not this will lead to a price drop in the UK remains to be seen – it's unlikely that we'll see cuts by the same proportion, as Japanese retailers make no money on hardware sales at all. However, it seems a sensible strategy to boost UK Saturn sales, especially as they are beginning to catch up with Playstation.
In the meantime though, be satisfied that there's plenty of top quality Saturn titles on their way to UK gamers over the next month or so, all of which you can read about in this very issue. Plus, turn to page 98 now for an exciting announcement for next issue!
Sam Hickman

# VIRTUA FIGHTER 3... AT LAST!

The new character that Yu Suzuki and co have enticing the Japanese public (and the world!) with has finally been unveiled! Previously, we could only see separate parts of the character in various press releases, but now the new fighter has made an appearance in full at the AOU show (an arcade show in Japan) . The new character is a Japanese female fighter named Aoi Umenokouji. She wears a pink and purple kimono with Sakura petal patterns on it and holds a fan (which is no doubt used in her attacks). A character profile has not been released yet, but there was a moving demo of the character at the AOU. She showed some blocking movement but it is hard to determine what style of fighting she will possess.
Other characters on show, were Lau and Dural. Whereas previous VF graphics suffered from visible joining of the limbs, this time, the Chinese master looked like a real person with no blockiness whatsoever! However, it was Dural that stole the show. She/it looked identical to T 1000 from the T2 movie. The metal surface reflected the light from the surrounding backdrops and can only be described as absolutely breathtaking. Expect to see loads more on VF3 soon!









Taken from the VF2 CG disk, this could be the quality of Kage in VF3!



Sarah hasn't been programmed in to VF3 yet, but you can be sure she'll be appearing.

## Ice hockey VIRGINS

Sega's NHL Hockey was reviewed in Issue 1 of Sega Saturn Magazine, earning a respectable 78%. Ready to face off against it is Virgin's Power Play Hockey '96, an NHL approved game, meaning all the teams and stars are in there. Programmed by American boffins, Radical, this is shaping up nicely, using some breathtaking graphics and animation and featuring some very fast gameplay. What's more, it's being developed to accommodate six players simultaneously! Due out around June, there's still some way to go before we can really estimate how good it is, but look out for a preview in next month's issue.



# STOP PRESS! PANZER UPDATE

**Perusing through the contents you'll no doubt notice our Panzer Dragoon Zwei showcase. The version that we had was incomplete, lacking most of Episode 5 and all of Episode 8 and a couple of bosses. But as is often the way in the chaotic world of magazines, a complete version arrived in the office just too late to be included in the showcase. Not wanting you to lose out though, here's a look at all the missing bits:**

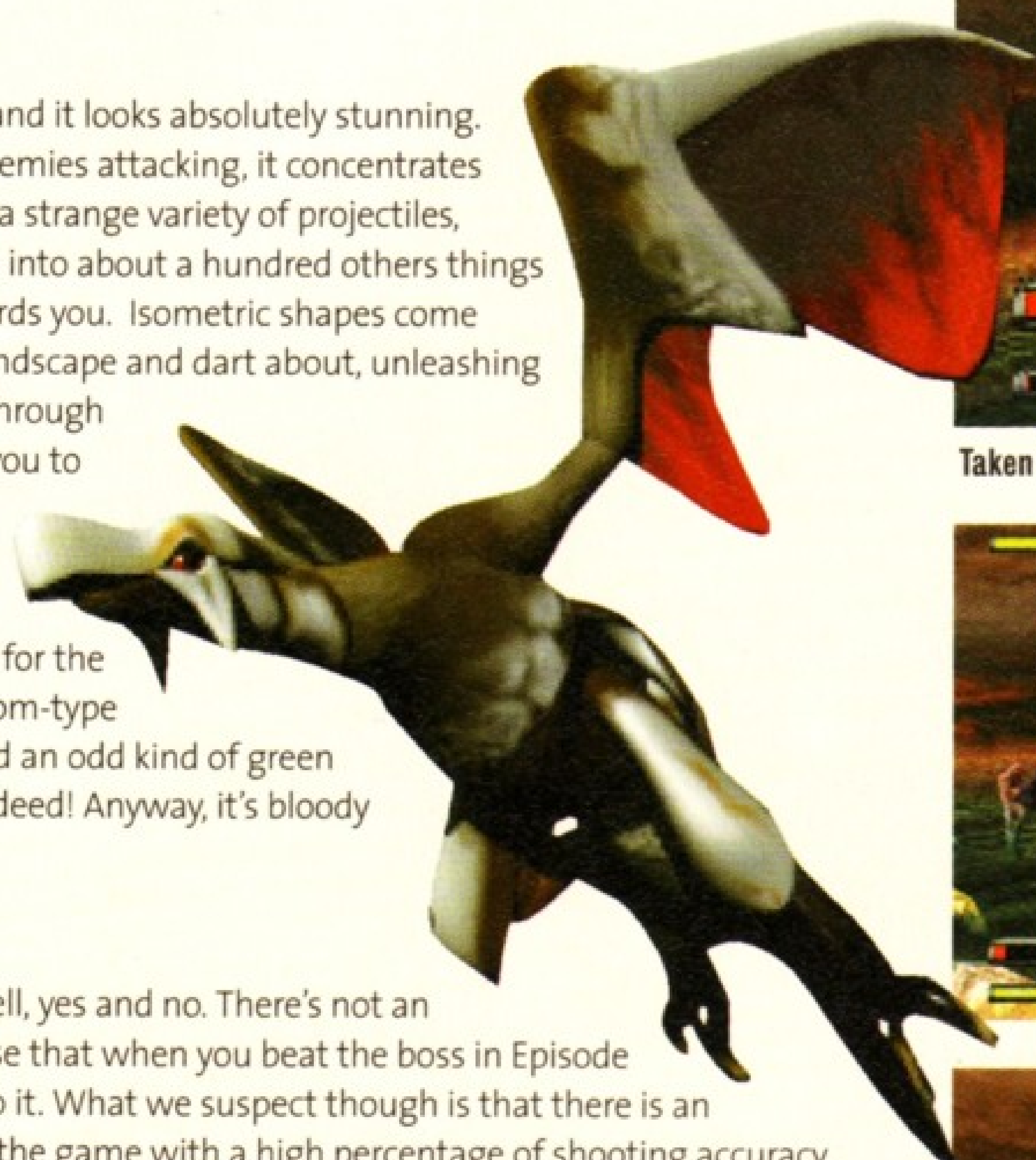


Taken from the just-finished episode five. As you can see, there's a bit of a battle going on here.

## EPISODE 1:

In our original version of the game, Episode 1 was quite short. It still is fairly short but now there's a lot more action, with more flying enemies especially. Episode 1 doesn't have a boss however and there are no plans to include one. Instead a cut out sequence sees you moving between the claws of a giant monster that looks a lot like the boss of Episode 3.

## EPISODE 5:



Episode 5 is now complete and it looks absolutely stunning. Rather than lots of small enemies attacking, it concentrates on large foes which release a strange variety of projectiles, including things which split into about a hundred others things and then come racing towards you. Isometric shapes come searing out of the snowy landscape and dart about, unleashing spongy spheres which roll through the air in columns causing you to either dodge them or try and shoot them down. There's even stars which burst into firework trails. As for the boss, this is a black mushroom-type thing except with spikes and an odd kind of green hexagonal shield. Bizarre indeed! Anyway, it's bloody tough so be warned.

## EPISODE 8?

So is there an Episode 8? Well, yes and no. There's not an official Episode 8 in the sense that when you beat the boss in Episode 7 you automatically go on to it. What we suspect though is that there is an extra stage if you complete the game with a high percentage of shooting accuracy. We shall see.









Blimey! That's a bit chaotic isn't it? Still we're not complaining – it looks absolutely ace. Look out for the review in just a few short weeks, folks!

## DON'T BLAME US, BLAME THEM!

*You wouldn't believe the amount of phone calls we receive harping on about RF cables (or lack of them) PAL conversions, prices of games – just about everything that has anything to do with Sega. But sometimes we're just not the best people to talk to – after all half the time we're just as confused by decisions as you are. However, help is at hand with the all-new Sega customer service line, created specifically to deal with all your game and Saturn enquiries. The number to call is (0181) 996 4620. If you have a more specific enquiry (not game related) you can email Sega directly on segasaturn@soehq.sega.co.uk. They can't guarantee a personal reply for everyone, but all of your queries/suggestions will be read.*









# LORDY! IT'S GEBOCKERS!

*Contrary to popular belief, the Saturn Link-up cable is on the way, and to prove it here's the first link up game! Gebockers is currently only available in Japan, although rumour has it that the title will be appearing over here in the next couple of months. The actual gameplay, predictably enough, consists of running about the levels, shooting at your opponent, and overall is quite, um, average really. But, at least it proves that the link-up cable exists, although at the moment, there's no other titles which it can be used with. A UK release date and price for the peripheral is yet to be decided, although it's expected to retail at around £20-£25.*















## GUNSTAR HEROES FOR SATURN?

Rumours emerging on the internet suggest that halcyon programmers Treasure are hard at work on their next Saturn title. There's no word from the firm themselves on what the new title will contain, but it's thought that a Gunstar Heroes follow up, with a complete new game engine and new graphics is on the cards. Well, we certainly wouldn't be complaining if this turned out to be true – more when we get to the bottom of this story.










**Gunstar Heroes on the Saturn? Great!...**

**...It's gonna look loads better than this!**

## Fighting Vipers cheat!

**The following code will enable you to play as the enigmatic Mahler on the new Sega brawler, Fighting Vipers. On the player select screen, push the start button down, and the joystick up and right/left. When the player select cursor gets to the right edge of the player select board, Mahler should be there, ready to be a selectable character.**







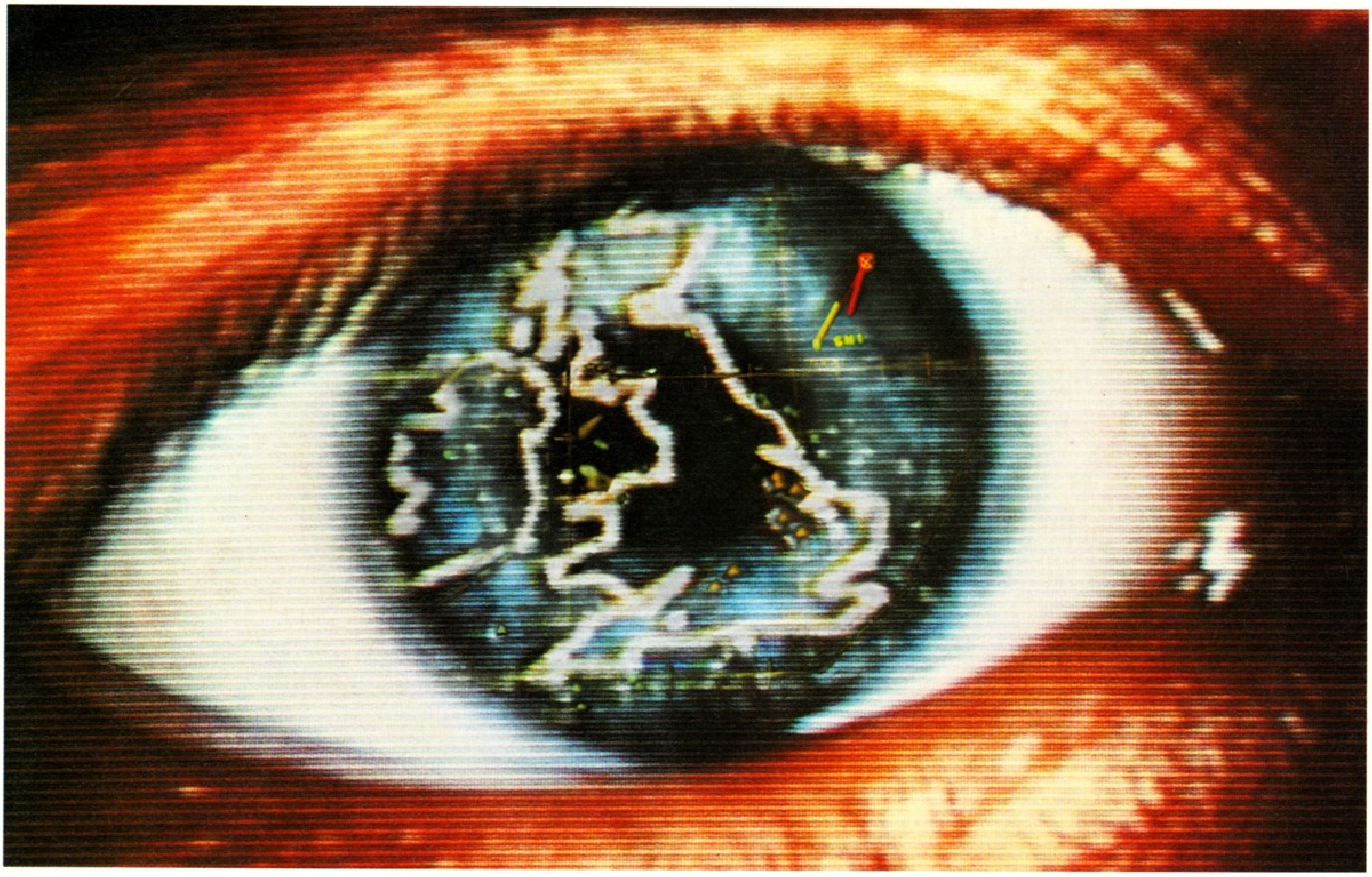
## Virtua Cop cheat

***Not exactly useful, but nice anyway...After you've played the game 78 (yes 78) times, the game's background changes according to whether you are playing it in the day or at night (provided your Saturn's clock is programmed of course). Good, eh?***

# Can you make split second decisions?

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## HMV CHARTS
Week ending 11 March

KNOW HMV · KNOW GAMES

| | Title | By |
|---|---|---|
| 1 | F-1 Challenge | Sega |
| 2 | Wing Arms | Sega |
| 3 | Sega Rally | Sega |
| 4 | Worms | Ocean |
| 5 | Sim City 2000 | Sega |
| 6 | Hang On | Sega |
| 7 | Virtua Fighter 2 | Sega |
| 8 | Mystaria: Realms of Lore | Sega |
| 9 | Firestorm | Core |
| 10 | Virtua Cop | Sega |

## SATURN MAGAZINE CHARTS

| | | |
|---|---|---|
| 1 | Sega Rally | Sega |
| 2 | Virtua Fighter 2 | Sega |
| 3 | Wipeout | Sega |
| 4 | Gungriffon | Game Arts |
| 5 | X-Men: Children of the Atom | Acclaim |
| 6 | Streetfighter Alpha | Virgin |
| 7 | Darkstalkers | Virgin |
| 8 | Magic Carpet | Bullfrog |
| 9 | Guardian Heroes | Sega |
| 10 | Virtua Cop | Sega |

### READER CHARTS

**We want your charts! Send your top tens in to us at CHARTS, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Three readers each months will be picked out of the bag, and will receive a brand spanking new Saturn game!**

# MAKE YOUR VOTE COUNT!

Yep, it's that time again, readers. In May of this year we'll be announcing the winners for the EMAP Golden Joysticks Awards, where top game companies are recognised for their best efforts in 1995. As ever, the majority of decisions for category winners are made according to reader votes. To vote, all you have to do is fill in this form (or a copy of this form) and send it in to us. There's ten subscriptions to SEGA SATURN MAGAZINE up for grabs for taking part, so don't delay! Entries must be received by March 30th and should be sent to: **GOLDEN JOYSTICK AWARDS, EMAP IMAGES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.**

**BEST ADVERTISEMENT**

**32-BIT GAME OF THE YEAR**

**LICENSED 32-BIT GAME OF THE YEAR**
(eg. FIFA Soccer)

**BEST CONSOLE DEVELOPER**

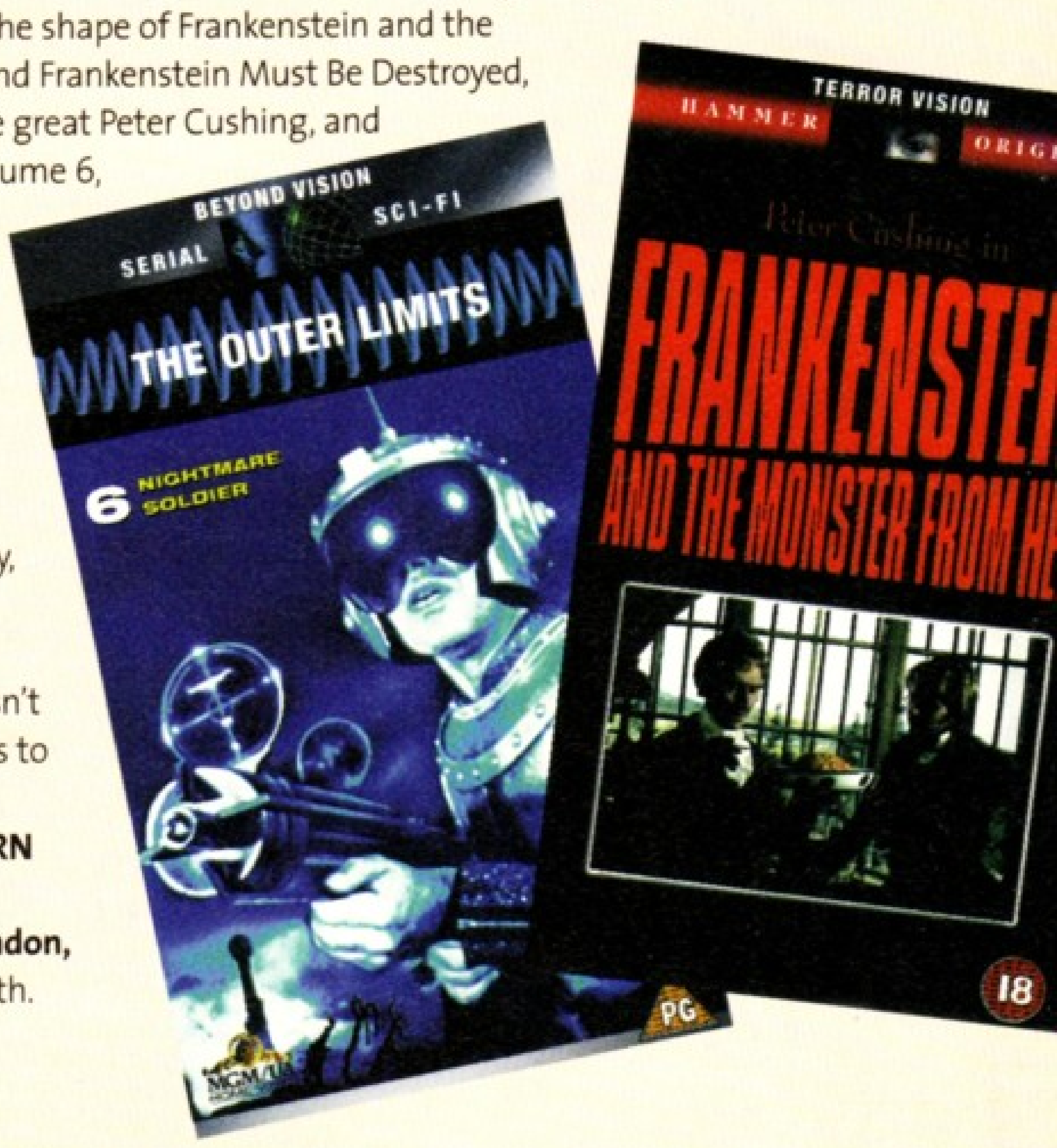
**BEST GAME MUSIC**

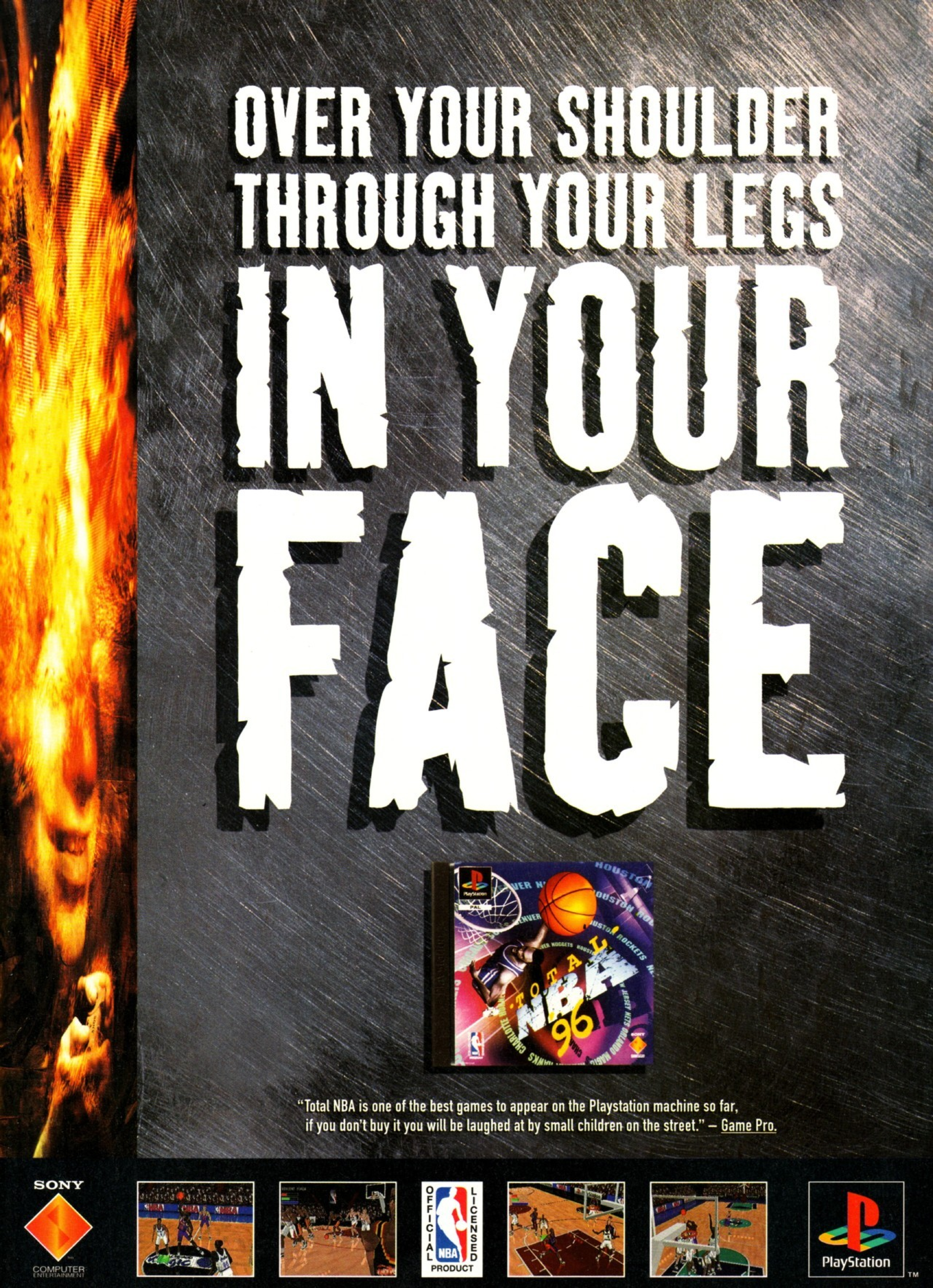
**BEST TECHNICAL INNOVATION**

**SOFTWARE HOUSE OF THE YEAR**

# VIDEO'S UP FOR GRABS!

Here at Sega Saturn Magazine, out generosity knows no bounds, and just to prove it, we're giving away a bunch of videos simply because we're in a good mood. Five sets of four videos are up for grabs, all from Warner's Beyond Vision and Terror Vision range. This quartet includes Rollerball, the sci-fi classic starring the gnarly James Caan, two Hammer classics in the shape of Frankenstein and the Monster From Hell and Frankenstein Must Be Destroyed, both starring the late great Peter Cushing, and The Outer Limits: Volume 6, which features the story 'Soldier' which was the basis for Terminator. We can hear you chomping at the bit already, so without further delay, here's the question: Who wrote the book Frankenstein? Easy isn't it. Send your answers to **WARNER VIDEO'S COMPO, SEGA SATURN MAGAZINE, 30-32 Farringdon Lane, London, EC1R 3AU** by April 30th.




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# IN DEVELOPMENT

**Usually, news of game development is a bit quiet at this time of year, as most software houses have just about recovered from Christmas and are thinking about their summer releases. But, development news for the Saturn couldn't be better at the moment, with almost every software company preparing to release something on the Saturn. There's more quality titles on the way too, with games such as Need for Speed and Space Hulk Saturn-bound sometime in the early summer. And of course in the meantime, there's even more Psygnosis titles on the way too!**

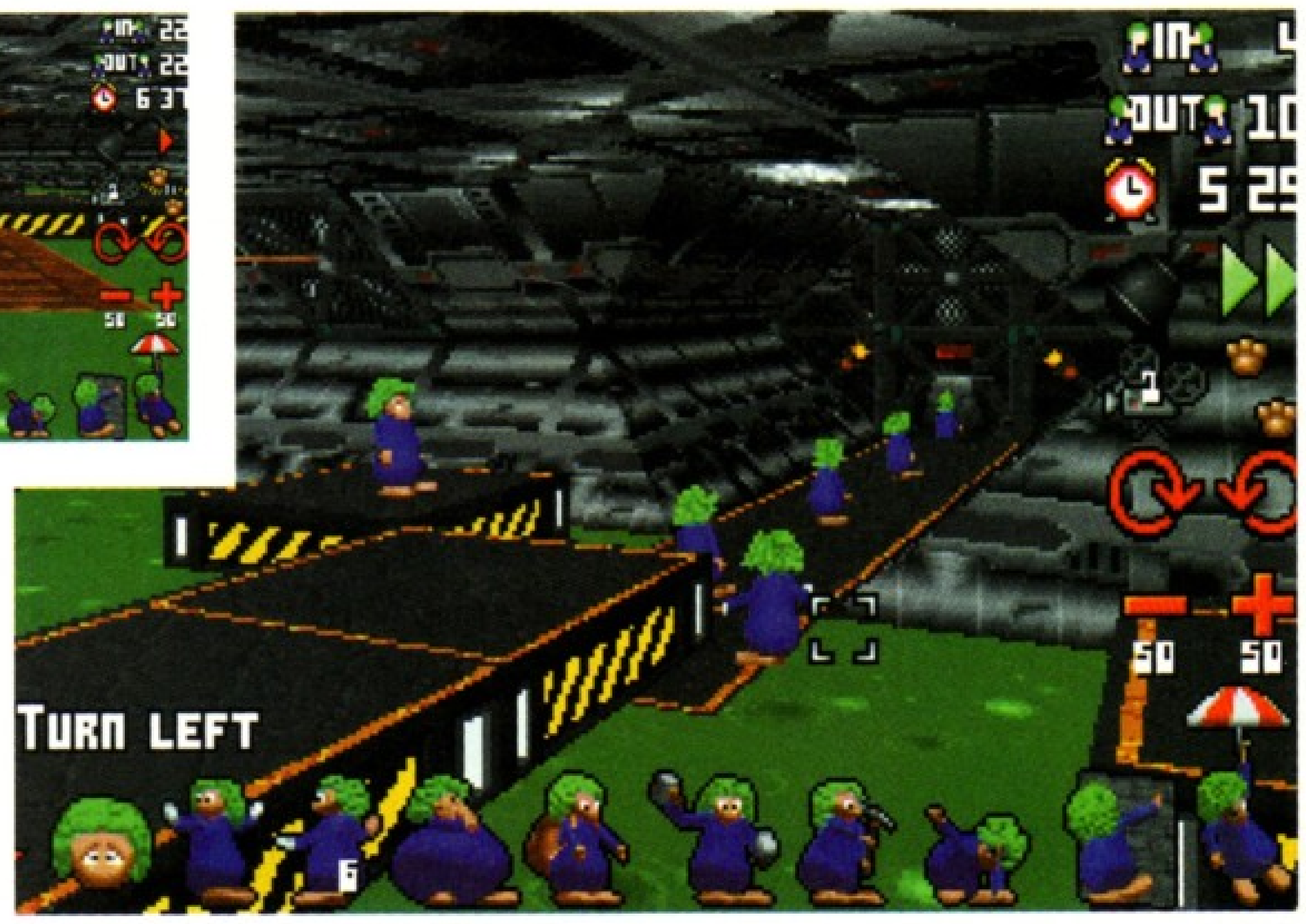
## 3D LEMMINGS

BY SEGA/PSYGNOSIS RELEASE EASTER

**Ha ha! You thought that you'd seen the last of them when they appeared in Lemmings 2 on the Megadrive! But they're back! And this time they're in 3D!**

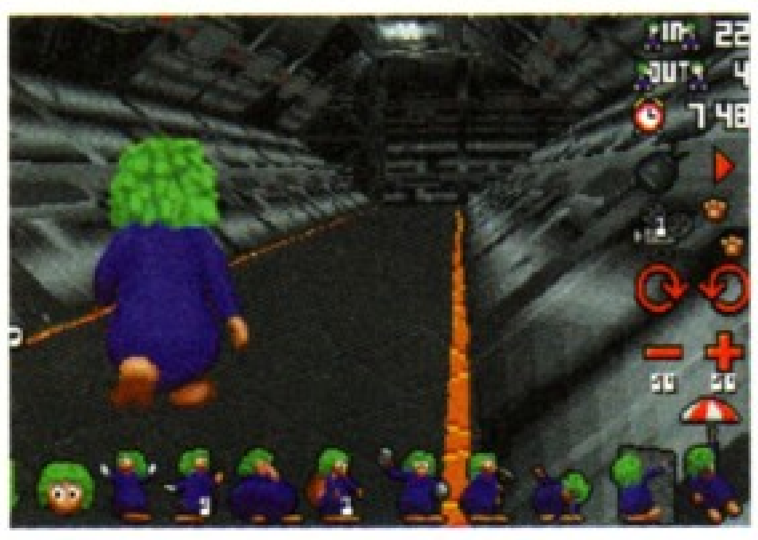
Actually it's not that exciting really, is it? Lemmings are creatures that you either love or hate and whichever way, you still love to hate them. But, you've got to hand it to them, they've certainly managed to get themselves on the spotlight over the last couple of months and have managed to churn out a fairly successful Playstation title too. And of course, as you've probably guessed by now (actually, we did announce it in a previous issue of SSM) the Playstation version of Lemmings will appear on the Saturn within the next couple of months. Um, there's not much else to say about it really, seeing as this is bound to be a perfect conversion. but it will feature loads of puzzles, not to mention some mind-bending, hair-pulling gameplay. Can't wait, can you?



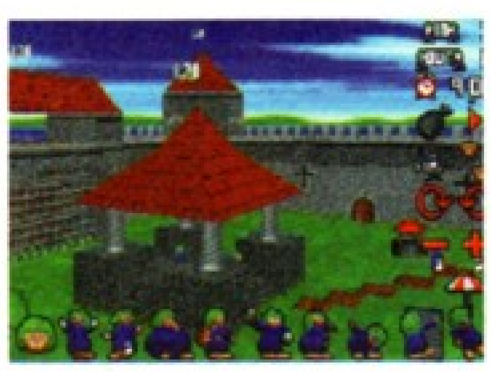


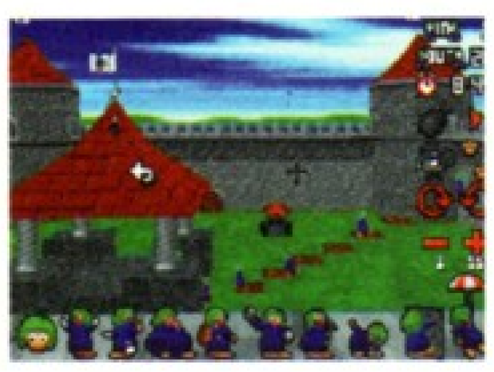

As well as the usual digger, blocker, builder and so on, 3D Lemmings comes with a couple of added roles for the furry suicide maniacs. There's a turner which will change the direction in which they move and 'virtual lemming' which lets you analyse a puzzle through their eyes!





Because this is in 3D you can view the action from any angle. In fact you'll have to because getting the lemmings back alive involves exploring structures in their entirety.





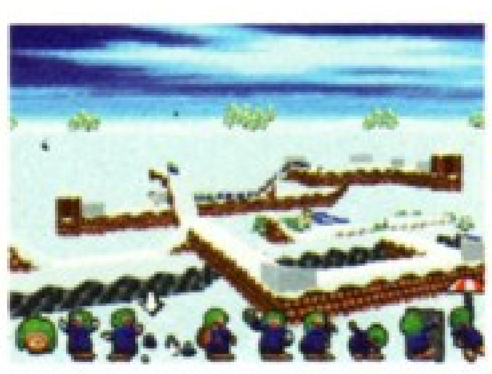









Love 'em or hate 'em the lemming's are back, just as stupid, just as frustrating and just a green as ever.



# DISCWORLD

BY SEGA/PSYGNOSIS RELEASE EASTER

**No doubt you will have already heard about this one somewhere down the line too, as it's already appeared on both the PC and the Playstation. Featuring the talents of novelist Terry Pratchett combined with the comedy genius of Eric Idle, Discworld is an adventure game played out in the fantasy world of the discworld novels.**

Based heavily on the Discworld series of novels, the game takes most of its influences from point and click RPG games (more popular on the PC than on console). There's no overall quest to complete, (we are dealing with creative types here), but one of the tasks you'll have to complete is ridding the town of a rampaging dragon. But, that's just the tip of the iceberg. After locating the dragon, you'll find much darker deeds afoot, with secret cults working in the town, who are planning some extremely darstadly doings.

Although this is still very deep in development, it's pretty safe to say that the final result will be exactly the same as the original title, and should prove to be a popular game for the Saturn – the PC version won numerous awards for its innovative gameplay. More news, or even a preview, next month.

















Rincewind prepares to shuffle on to the Saturn.



The chest on the right is Rincewind's inventory.

# SKELETON WARRIORS

BY TBA RELEASE TBA

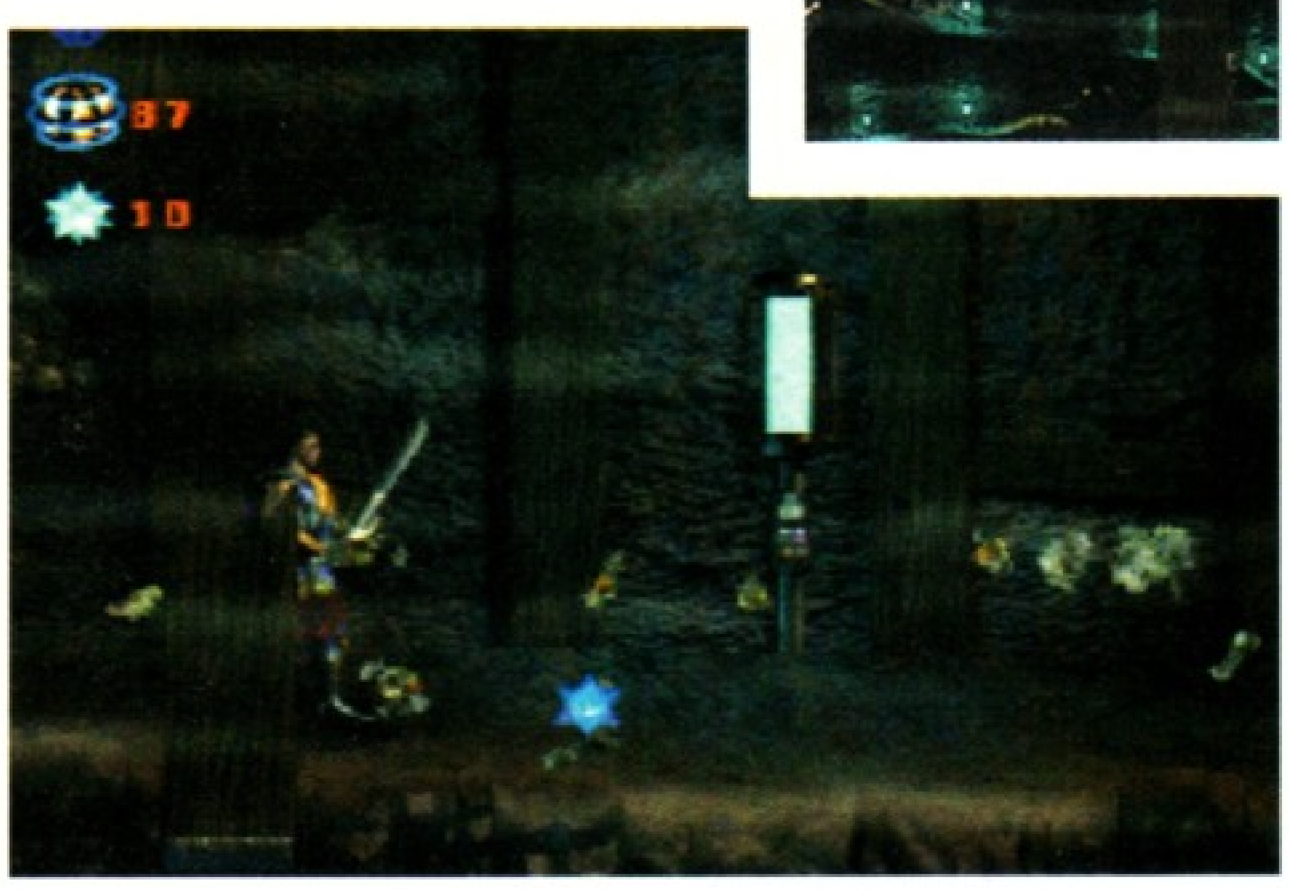


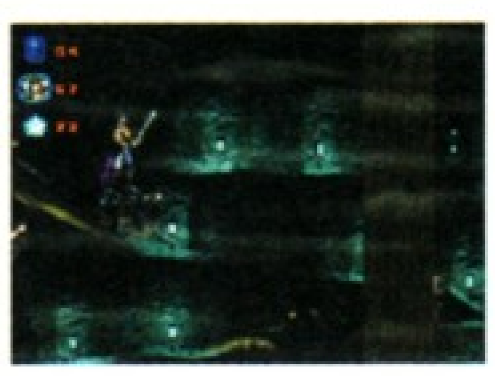
**This was featured in last month's news section, where we stated that although the title is almost finished, it may never see a UK release. Why? Well, it seems as though it's a tad on the obscure side for most UK gamers, but fear not, we reckon that someone will snap it up any day now.**

Anyway, Skeleton Warriors will be released by Playmates in the US, and while it may boast an impressive death slayer intro, the gameplay is somewhat traditional, with the majority of gameplay revolving around a traditional scrolling beat 'em up title. As mentioned previously, there are some nice graphical touches in the levels, including scaled baddies and the likes, which appear throughout the game. However, with much more innovative products on offer, it's difficult to say how successful the title will be over here. It should be out on import within the next couple of weeks, and we'll keep you posted on news of a UK release date.





















# SPACE HULK

BY EA RELEASE SUMMER

**Yeah, yeah, so Doom won't be out on the Saturn for a few more months. But there's nothing we can do about it, so you'll just have to wait. But there is an alternative – Space Hulk. This title is currently receiving loads of attention for its in-depth play and hyper gory visuals and will shortly be available on the 3DO and PC. Fortunately, it's being converted to the Saturn too, and a playable version should be ready within the next couple of months.**

Set in the 41st century, humans have reached the farthest depths of the galaxy and have colonized many different planets. Naturally, this means that they've had to dominate alien life forms too. For the most part, this has been handled quite well, but there's always one race that's bound to rebel, and naturally it's the orks who have turned against their masters first.

Of course, this means that someone is going to have to go and sort the evil ones out. And this task has been assigned to you, bio-warrior. Yup, you'll have to scour the ork-infested land single-handed and rid the world of every last ork. There's blood galore, gore by the bucketload and some very tense, atmospheric gameplay plus loads of intricate levels.

With the news of this arrival plus the impending release of Need for Speed, it seems as though Electronic Arts are finally making an effort to get into the Saturn market. Anyway more news on this one next month when hopefully we'll have a Saturn version to show you (the shots here are taken from the PC version).

















He's big, he's bad and he doesn't like humans very much. Cue the Doom-esque shoot 'em up action!

Space Hulk is likely to be the first of the first-person perspective blasters on the Saturn. On its tail though is Alien Trilogy.

# OVERKILL

BY KONAMI RELEASE AUTUMN

**After hastily retreating form the Sega market sometime last year, Konami seem to have had a change of heart and in addition to agreeing to publish one more title on the Megadrive, they've agreed to publish on the Saturn too. Luckily unlike their last game, Parodius, this is a complete new project for the company, although it will appear on the Playstation first.**

Overkill is a 3D shooter, which poses the question "is violence any good?". To which the obvious answer is "yes, actually". As part of a special forces team, you have been hired in to rid the environment of nasty enemies with the help of some heavy machinery.

Although there's not much to see on the game at the moment, the final product should be a top party of blood and guts, and if past Konami releases are anything to go by, it will be pretty innovative too. However, with most of the development taking place in Japan, it will probably be a fair few months before we get to see any actual code, but as the Japanese version won't be changed for us blood fearing Europeans, PAL conversion time will be as short as possible.





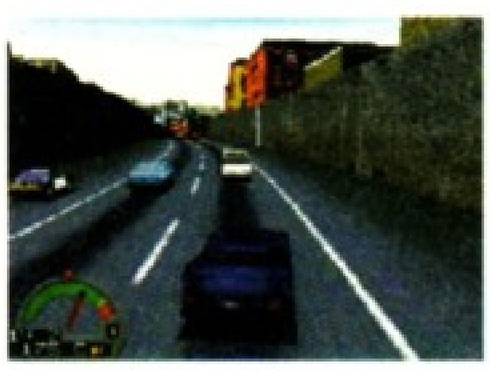




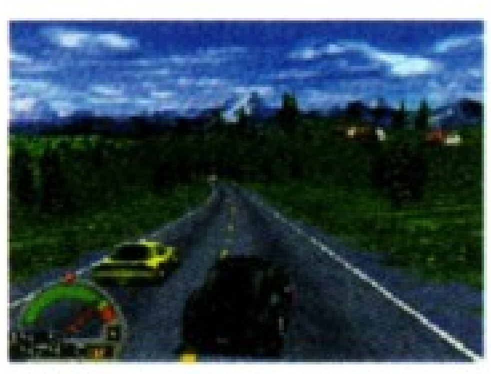
Plenty of guns, plenty of bullets and plenty of dead bodies await the player in Overkill.

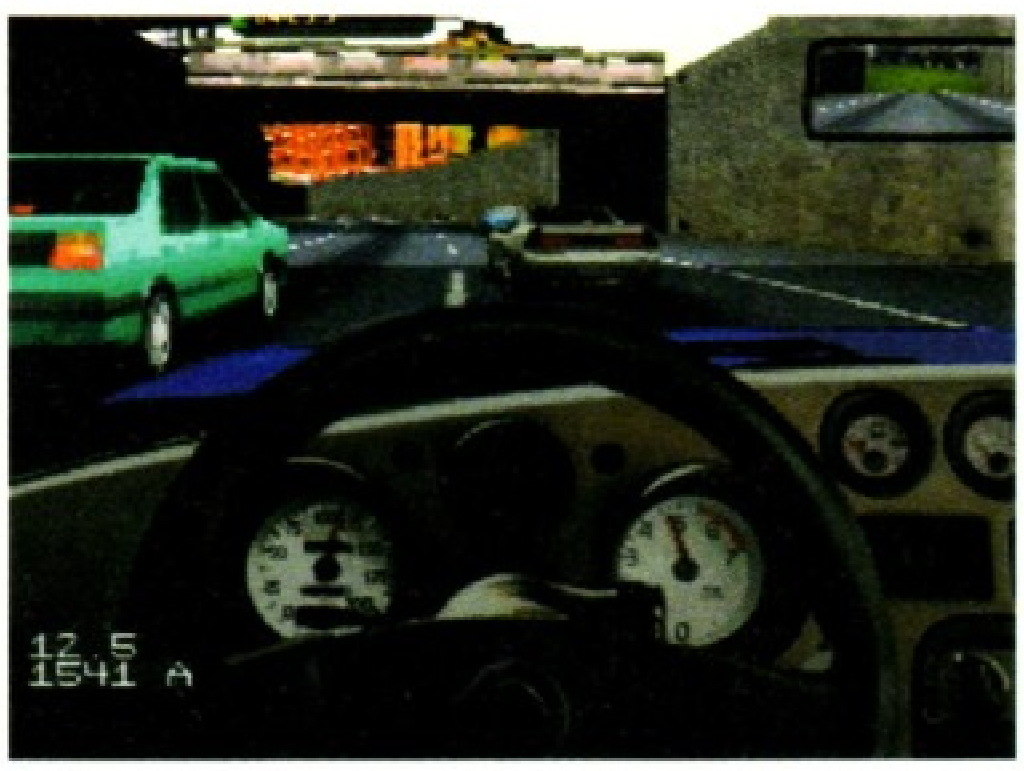
# NEED FOR SPEED

BY EA RELEASE SUMMER



Learn to drive the easy way with this ace driving simulator. MSM ok?






Unlike learning to drive in real life, Need for Speed doesn't see your instructor sitting in the passenger seat smoking about 150 cigarettes in the space of an hour.

**With the heavy-duty console war that's going on at the moment, it's probably fair to say that lesser machines have lost out somewhat. The 3DO is a particular example, and while it has had some great titles in the past, has been overshadowed in recent months by both the Saturn and Playstation.**

But, that's not to say that there aren't any titles on the 3DO that are worth seeing on the Saturn. In fact, developers Electronic Arts have decided to convert a whole bunch of 3DO titles over the coming months, with the excellent Need for Speed heading the posse. This has probably been one of the most successful 3DO titles to date, achieving 90% scores from most multi-format magazines.

However, unlike the rallies and Wipeout's of this world, Need for Speed is actually a driving simulation, so just putting your foot down and hoping for the best just won't work in this game. You can still reach some pretty high speeds though, and the pile ups can be absolutely horrific.

There's been no word of an exact release date for this title, although work has already begun on the Saturn conversion – it should be a fairly straightforward process as it's unlikely that EA will make any real changes for this version.

# IMPACT RACING

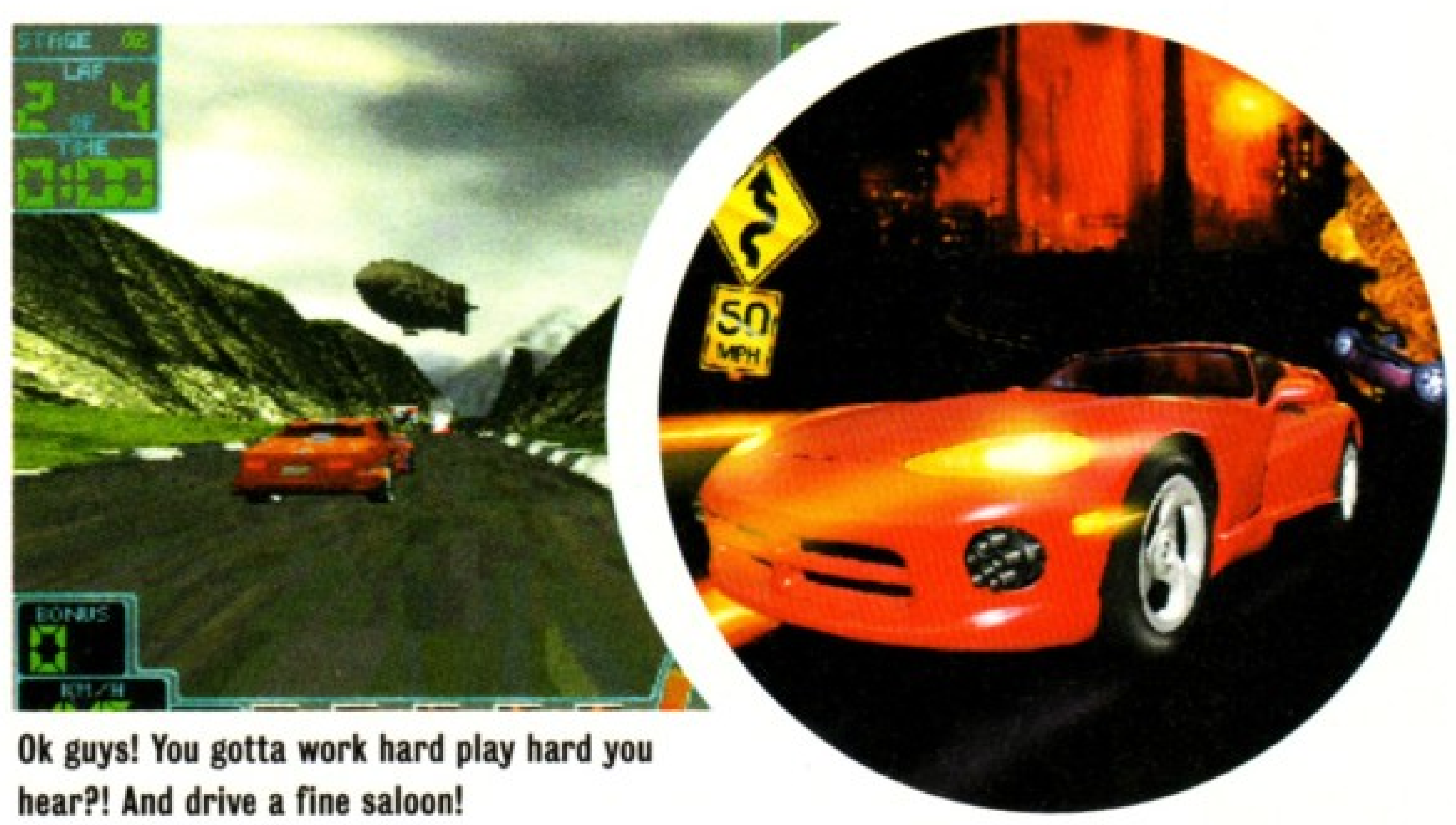
BY JVC RELEASE JUNE

**Blokes today, huh. All they want is fast cars, fast women and the glitzy high life. Or so JVC would have you believe if you took their Impact Racing game seriously.**

Already released in Japan under the title Wang Gang Dead Heat, we didn't really expect to see this released in the UK. But JVC think that it will appeal to a certain type of gamer over here, but seeing as it features busty babes with not very much on , we think they're milking the "phwoar" novelty factor.

Anyway, Impact Racing is a car racing game, in theory not dissimilar to Sega Rally. You get to choose a navigator (one of a variety of scantily-clad girlies) and they will inevitably guide you around one of the many courses on offer.

It has to be said that graphically, this doesn't measure up to the might of Sega Rally, and even as a novelty product it doesn't really offer anything we haven't see before – except for squeals of encouragement from chosen girlie. But with racing games more popular than ever on console, it could prove to be fairly successful, especially as it will no doubt be released during the quiet summer months.




Ok guys! You gotta work hard play hard you hear?! And drive a fine saloon!

# COIN OPERATED

***With Manx TT barely out of the warehouse door and on the streets, you'd think that this would be a fairly quiet month for Sega. Think again though, this month we can bring you news of six projects that the Japanese have on the go – among them the eagerly-awaited Sonic game!***

## AM3 UNVEIL NEW ARCADE TITLE - LAST BRONX

**Revealed to the Japanese press at the recent AOU (arcade show), this new AM 3 title employs the Model 2 board, and looks set to further enhance Sega's reputation as the best coin-op developers in the world!**

Set some time in this decade in Tokyo, the title spotlights gangs of youths who roam the city at night in search of violence and corruption. However, the leaders of each gang have decided to face one another in a battle for territory instead of their followers fighting little skirmishes across the city. Who will control the capital at the beginning of the 21st century? Well, that's down to you and your fighting skills, buddy.

Anyone who's been to Tokyo will recognise some of the buildings featured in this game – in fact Sega took great care in recreating Tokyo for the game's background. The designers have also sought to bring realism to the characters by making them wear present day street fashion in Japan.

The control method and the rules for this particular title haven't quite been decided yet, except for the fact that each fight will take place inside a closed off ring so a win can only be achieved by a KO. The game will feature 8 characters, all wielding weapons as such as tonfas and nunchucks. More on this one as info arrives – there's no word of a UK release at the moment.











## SONIC GAME UPDATE

While the details of AM3's new fighting game, Last Bronx, is pretty vague, information on the new AM2 title is flooding in. The new Sonic game will employ the same control method of the successful VF series (featuring a joystick and three buttons in which to take your character into battle). AM2 have also stated that there will be nine characters featured in the game. Alongside Sonic, there's Tails, Knuckles, Amy Rose, Fang, Espio, Metal Sonic, and Egg man. "That's only 8!'" I hear you cry. But don't worry. The ninth fighter is an all new AM2 character. At this moment, the programmers are considering whether to provide this new fighter with realistic animation as in VF2. More details next issue.








Sonic can't fight Amy Rose! She's supposed to be his girlfriend! Ooh dear, this could all turn out to be a bit dodgy.

# VIRTUA FIGHTER KIDS MAKES PROGRESS








**As VF Kids is aimed at the younger generation of gamers, there's plenty of departures from the traditional VF gameplay – and AM2 recently revealed some of these to the Japanese press. For a start, there will be 'hit' marks' after you hit your opponent, similar to the marks seen in 2D titles such as Street Fighter. Contrary to our report in the March issue of SEGA SATURN MAGAZINE, the game will be made using the ST-V board. A conversion to Saturn would be very straight forward and has pretty much been confirmed. In a recent interview with the VF Kids chief, Mr Osaki Okamoto said that the Saturn version will have extra modes from the Arcade version plus an opening and ending movie for each character.**

Sega predicts that this latest addition to the VF series will be a great success, and the merchandising for the title (ie soft toys for each character) is already available. It's certain to go down a storm in Japan.

# AND THERE'S MORE...

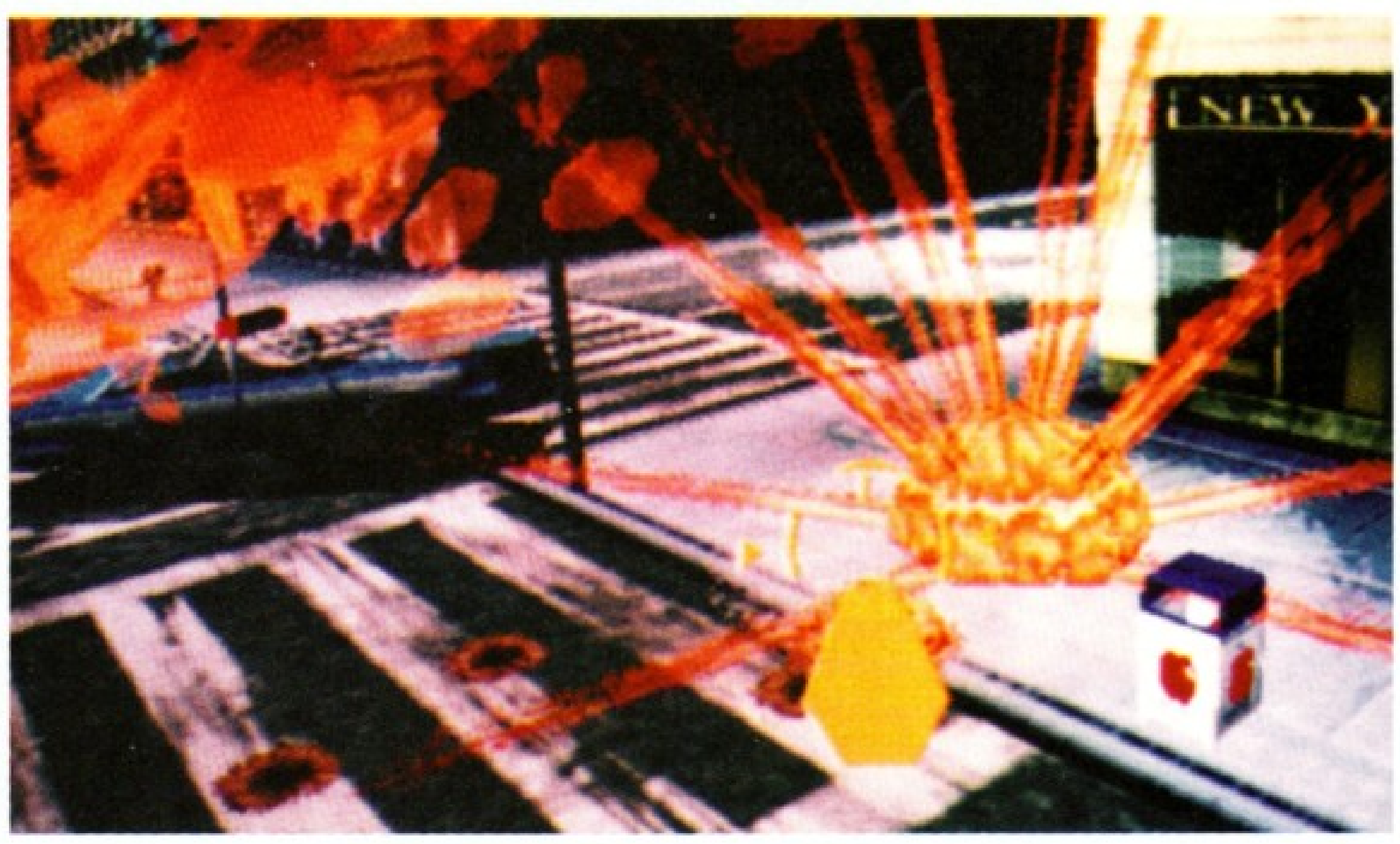
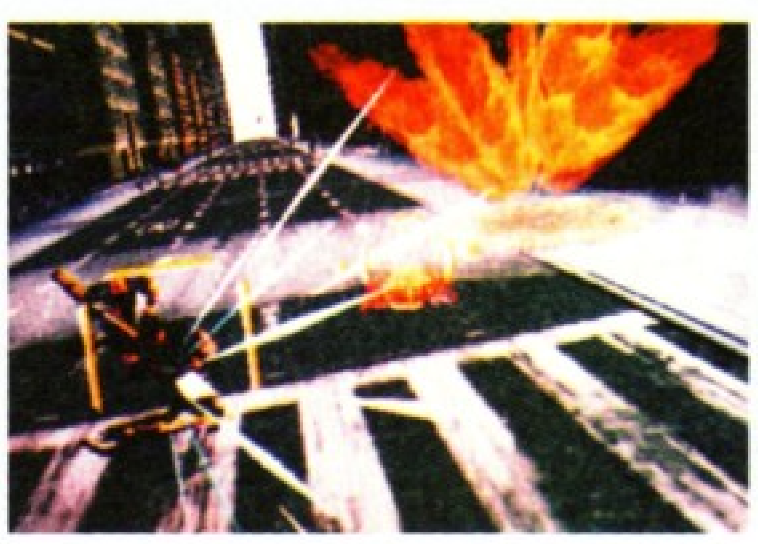





All-new Decathlon coin-op – coming to Saturn too in the Autumn!

**Remember Track and Field? How about Daley Thompson's Decathlon on the Spectrum? Well, forget all that rubbish, because Sega are creating an all-new arcade sports game entitled Decathlete. Obviously, it features all ten sports from the decathlon event and can be played in either single or two player mode. The game has the same control method of previous decathlon titles where repeated button pressing will make your athlete do the moves. It also features several angles from which to view your athlete, closeups, a two player option and a play back feature. News on a UK release date soon – along with essential Saturn conversion details.**




# VIRTUA COP 2 FOLLOW UP

**After the huge success of their previous two gun based games, Virtua Cop 1 and 2, Sega have decided to release yet another. However, this time, there's no appearances from Rayge and Smarty, and what's more, you're not even a police officer. No sir, you're a crew member of the Gunblade helicopter, part of the Special Air Attack Force. Gunblade and its crew have been assigned to take out the terrorist force that have taken over the UN General Assembly meeting in New York. The terrorists have taken the world leaders within the UN and the many citizens of the city as hostages and are making unreasonable demands of the international community. In a normal situation, the NYPD would suffice, but these terrorists have an advantage - they have android soldiers that were developed as the next step in military technology. The fate of the world rests in your hand!**

The machine itself is a dedicated cabinet made on the Model 2 board, but is different from previous shooters as it comes equipped with recoilable guns! When set to recoil, the gun will kick back, giving the player a impression of controlling a very powerful weapon. Another feature that makes this game different from the Virtua Cop series is that you don't have to reload. So no more agonising deaths as you stare at the enemy while frantically trying to reload your gun. However, one feature that has made it into this latest Sega game are the barrels and the abandoned cars that can be used to clear a cluttered screen of enemy characters. Gunblade is also the first 3D shooting game to feature enemies with Artificial Intelligence. What this will do to the game's playability remains to be seen but this new development is certainly very interesting.

At the moment, only two missions have been outlined:

**Mission 1:** Release the UN headquarters from the terrorist siege!

This mission is designed to let the player become accustomed to the game's features and controls. Scene 1 requires the player to attack a batch of terrorists at the famous Times Square.

**Mission 2:** Fly amongst the tall buildings of near the Rockefeller Center whilst destroying a floating air fortress.

However, expect to be hearing much, much more about this title in coming months, plus details of special test sites sometime in early summer.

| | |
|---|---|
| BY | ACTIVISION |
| STYLE | ADVENTURE |
| RELEASE | APRIL |

## The original Alone in the Dark only appeared on the PC. It's sequel though has already appeared on the PlayStation and now it's due for release on the Saturn. But the big question is: who's Jack?

**Jack is a pirate. An immortal pirate in fact. And not a very nice one either. So nasty is he in fact that he's decided to kidnapped a small child and stow her away on his ancient galleon ship which is moored off a bit of Californian coast known as Hell's Kitchen. To complicate matters, a Private Detective has come sniffing around the mansion next to it and promptly found himself swimming with the fishes thanks to a malevolent goblin and femme fatale. Now another Private Dick, Edward Carnby, enters the scene, and with an explosion that blasts open the gates of the mansion this noiristic RPG kicks off.**

If you know nothing about the original Alone in the Dark don't worry about it because this is a story in its own right. It's essentially a mixture of traditional RPG and adventure game that sees Eddie moving through garden mazes, dingy corridors and creaking ship cabins, occasionally stopping to check his inventory, shoot one of Jack's henchmen or admire the fine cut of his suit.

*...ALONE IN THE DARK 2 CONTAINS SOME VERY COMPLEX AND CHALLENGING PUZZLES THAT REQUIRE EXTENSIVE EXPLORATION AND NOT A LITTLE LUCK AND PATIENCE.*

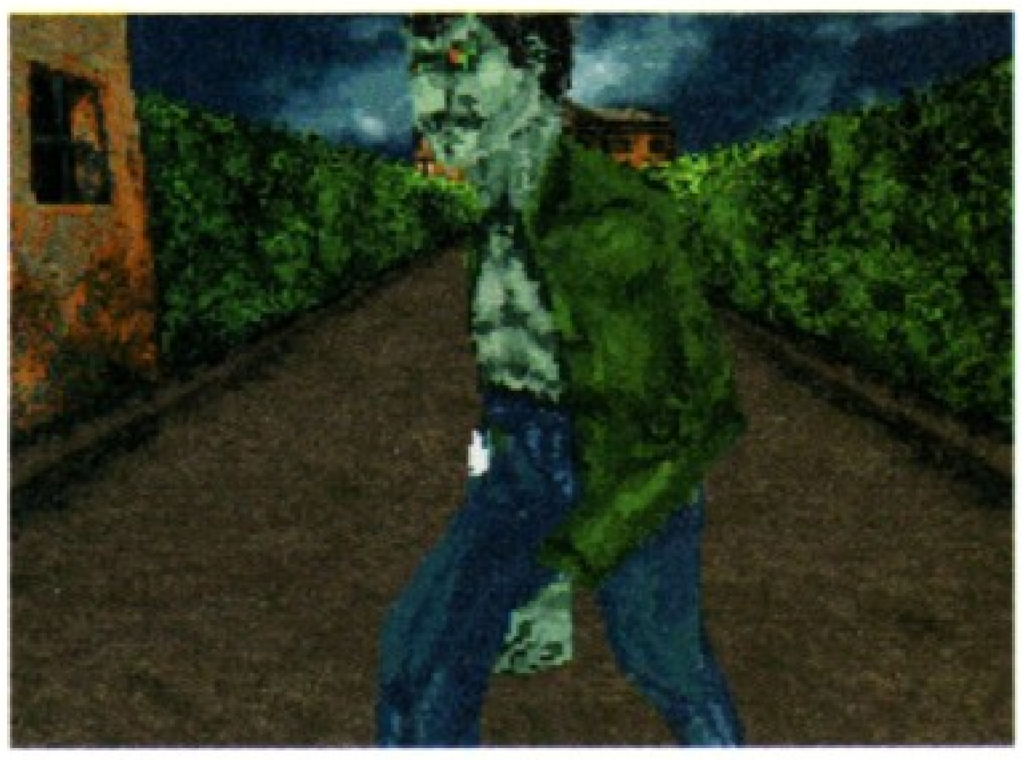
A lot of care has been taken to invoke atmosphere in Alone in the Dark 2, something that makes itself felt in all the expressionist camera angles and the dedication in the depiction of the 1920's decor. Behind this impressive veneer, Alone in the Dark 2 contains some very complex and challenging puzzles that require extensive exploration and not a little luck and patience. All-important clues are dotted about the place, be they newspaper cuttings, old photos or mystical books that speak of immortality and the powers of evil. Your ability to use combinations of pick-ups inventively is also tested. Say for example a door is locked with the key on the other side eh? Well, so long as you've got something to poke the key out like a pipe cleaner say, and a sheet of paper to shove under the door and catch it, you've got the problem solved. It gets much tougher than this though, so you can expect plenty of wandering back and forth in search of the the missing link.

Edward Carnby isn't the only character players assume the role of in Alone in the Dark 2. As you progress, you also find yourself in control of the kidnapped child, Grace, at certain points in the game. Naturally this entails a different approach to the action, giving up strength and aggression but finding in its place an inconspicuous body capable of fitting into tiny spaces like dumb waiters.

Alone in the Dark is almost finished and it looks as if the conversion is more or less identical to the previous versions.







No end of mysterious characters lurk among the grounds of the mansion at Hell's Kitchen. Trust none of them!





Edward faces his first enemy after planting a bomb at the gate to get into the mansion. When he kills this guy he picks up a Tommy gun and some ammo.



This is where the story begins. Edward Carnby is dropped off at the mansion where he has to locate little Grace Saunders, track down Jack and bring freedom to the universe! Ahem.





# ALONE IN THE DARK 2: JACK'S BACK

*Infogrames paint it black with their new RPG.*





Ed finds the trap door that leads to the secret underground beneath the garden.

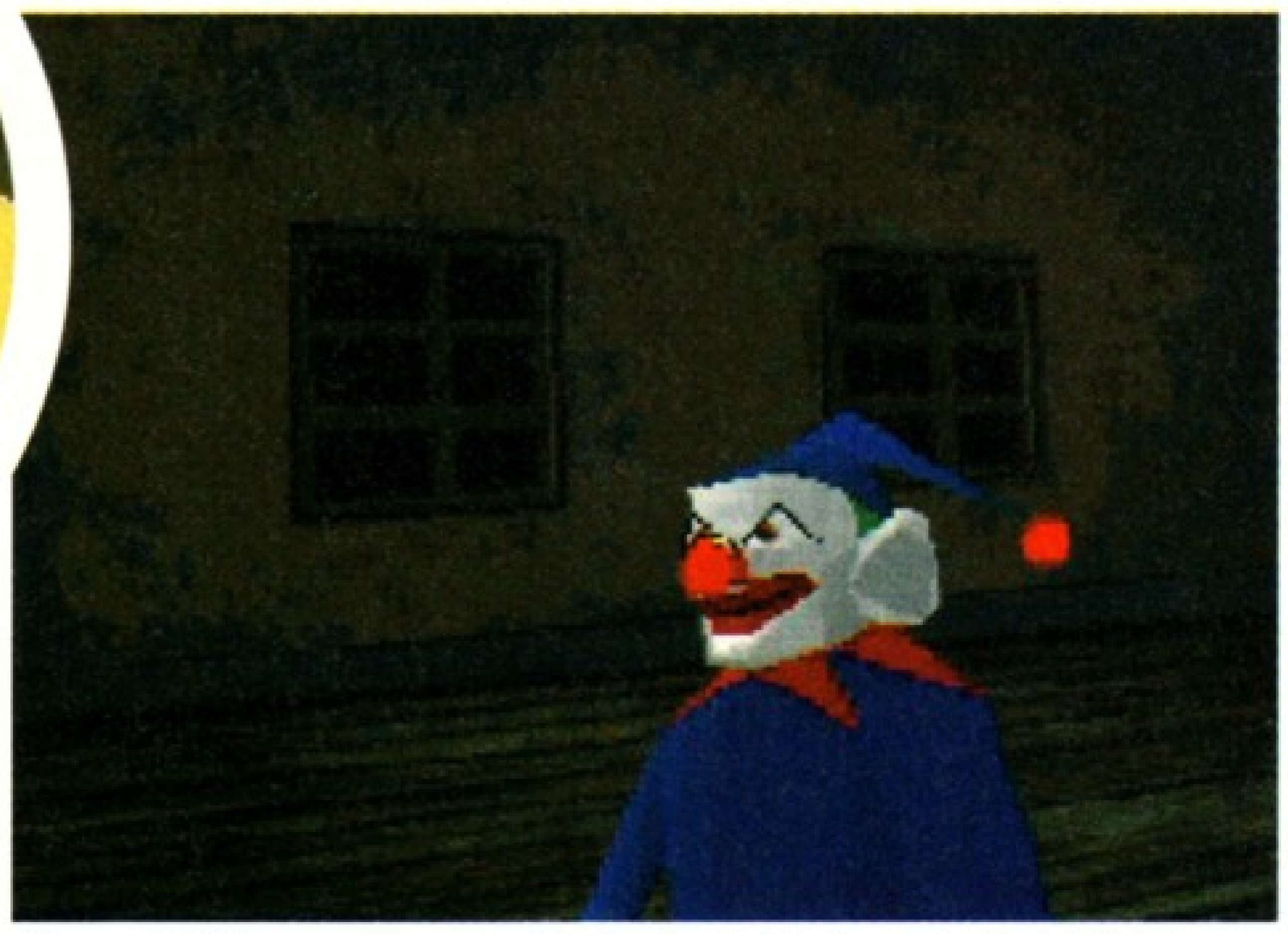












This nasty little figure is responsible for the death of your buddy, Ted Stryker. Later in the game there's the chance to take a little revenge on his behalf.



These statues of the lions guard the maze which Eddie has to trek through in order to get inside the mansion. Standing in his way though are two of Jack's henchmen. Best do them with the Tommy gun.



A bony hand is revealed at the window. Alone in the Dark makes use of cinematic cutting techniques to give things a bit of a movie feel to them. We in films call it montage you know.

| | |
|---|---|
| BY | SEGA |
| STYLE | RPG |
| RELEASE | TBA |

**Even though the Saturn has been out for well over a year in Japan, developers are *still* making RPGs that are more suited to the Megadrive more than anything else. In fact, maybe some of them were created for the 16-bitter in the first place. But, that's no excuse, is it? Just as well, then, that Climax have developed the first 3D adventure to be seen on the system.**

Yep, this one is going to be big. No two ways about it. From the moment the first pictures were released in Japanese magazines, absolutely everyone went RPG crazy. And since then, although Climax haven't released much more of the game's code, the games-playing public have been absolutely gagging for more pictures of the title. And although Sega have had a tradition in the past of not releasing RPGs over here due to their sometimes obscure nature, they will definitely be releasing Dark Saviour in the UK. Unfortunately, it will be some time after the Japanese version as the amount of text needed to be translated is staggering.

However, despite the enormous amount of "story" which the game employs, we still managed to find out the general gist of what's going on. For some reason, you, (the hero of course) are called in to guard a ship with a monster on board. Unfortunately, this triffid-a-like soon breaks loose and devours one of the rough-looking sailor boys. Now it's up to you to recapture the monster. But first you'll have to find him. And let me tell you, this ship is pretty darned big – bigger than any ship we've seen before anyway. Plus, the monster has disappeared, leaving a trail of destruction behind him, at the same time blocking many of the paths that a hero would normally take when pursuing a particularly cross monster.

***Yep, this one is going to be big. No two ways about it. From the moment the first pictures were released in Japanese magazines, absolutely everyone went RPG crazy***

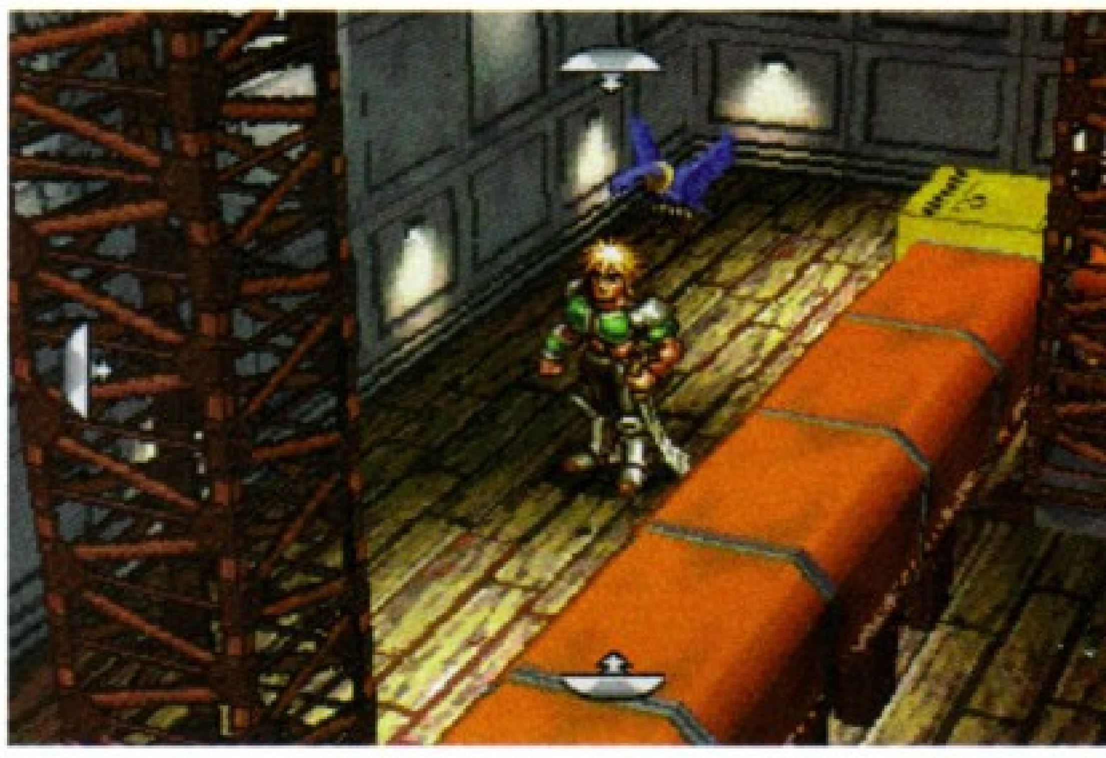
Of course, all this path blocking and mini-fire hazards means that there's a heavy puzzle solving element to the title, and it's this part of the game-play that has currently been programmed in. There's no enemies to face at the moment, so unfortunately we can't bring you any pictures of the hack and slash technique of our young warrior, but we can say that the pre-pre- *pre* production version of the game is looking mighty impressive.

In addition to the novel 3D perspective of the game, there's also a unique control mechanism for the proceedings. It's possible to change the view in four directions, giving you a different 3D angle – particularly useful when parts of an area are obscured by scenery. It's also possible to sweep an area from top to bottom and side to side, so that more of the immediate play environment is revealed. This makes the game much more innovative than the traditionally non-groundbreaking RPG, and of course is another feature that puts it at the top of the eagerly-awaited-games list.

Although this will be out in Japan within the next month, it's unlikely that it will do very well on the import scene, simply because the amount of Japanese text will prevent even the most ardent RPG-er from getting very far into the game. However, worry ye not, because Sega have signed the game up for release in the UK for the early summer months. And we'll be bringing you updates on the title's progress as and when new versions arrive.



Emergency! Hero required in the kitchens! Immediately! No time for sleep in this game, boy.



Displaying how the choice of 3D perspective works while playing the game. Simply tap which direction you're after on the joypad, then watch as the screen scrolls around to the part of the screen you selected. At the moment, the screen returns to its original position when you take your finger off the joypad.







"Ooh-oh, I'm in chains..."We have no idea why the sailors feel the need to transport this creature. Perhaps it's for scientific purposes.





# Dark Saviour

## *Bringing a new gameplay style to the RPG!*



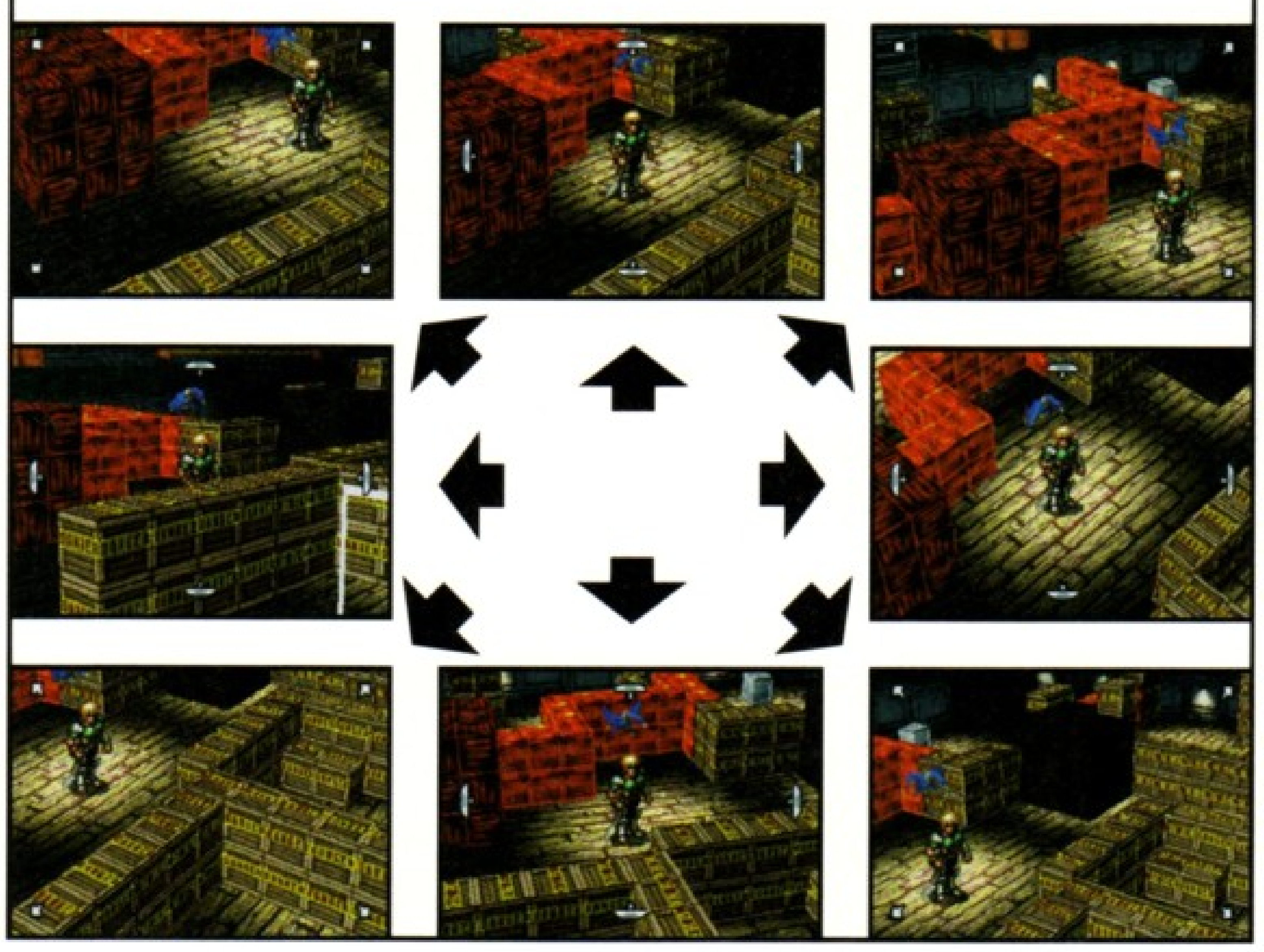


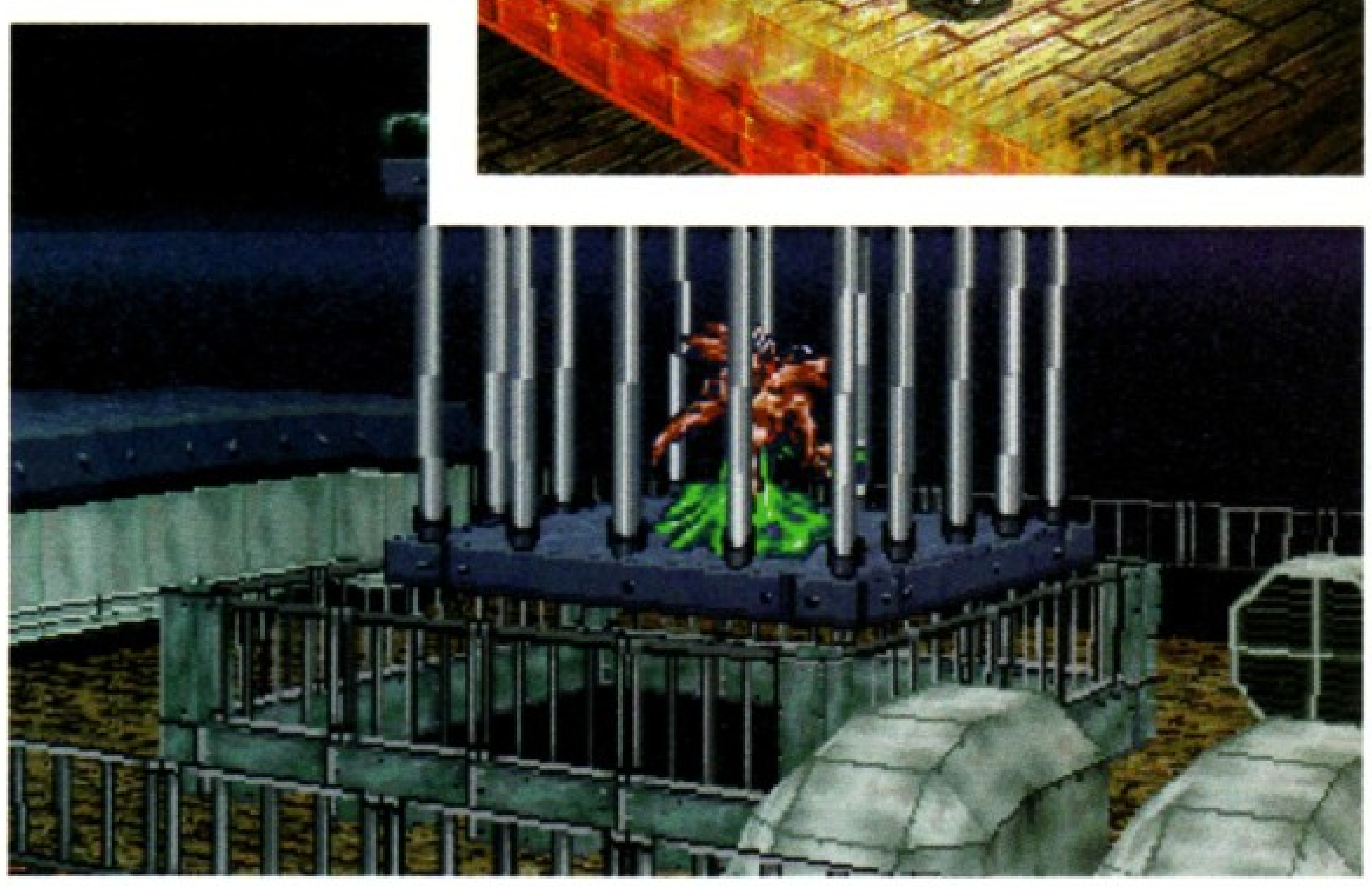

### AH! IT'S ALL BECOMING MUCH CLEARER...

There's a number of different angles which the game can be viewed from – to use them requires little more than a tap in the right direction on the joypad. And here's all the angles you can choose from.

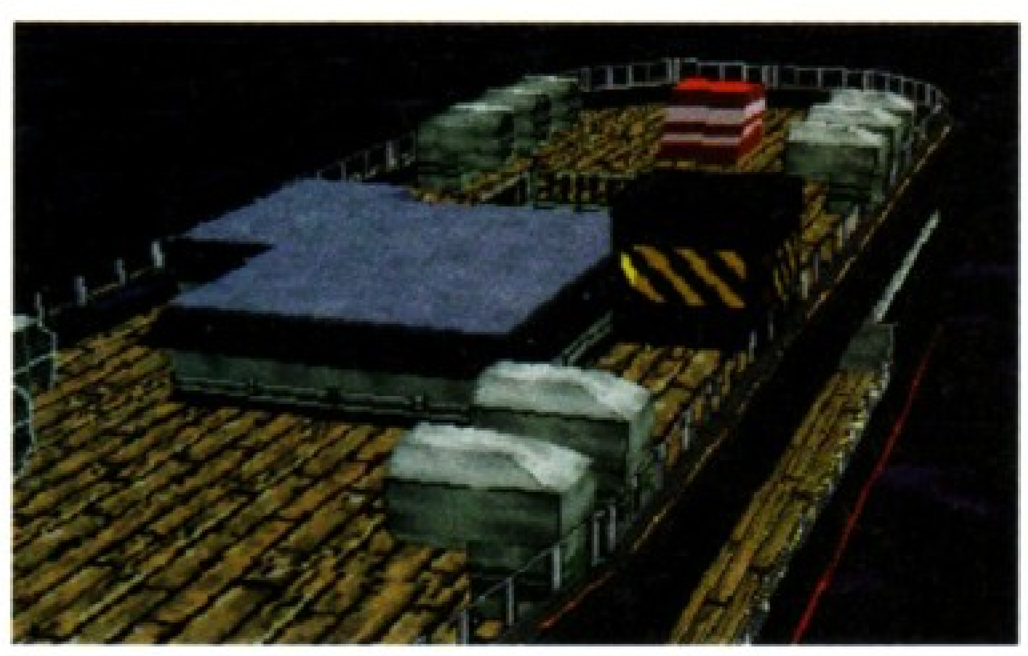
There's the 3D angles...

And the sweeping-the-area angles too!





Look! It's the triffid monster thing that must be captured! Doesn't look very hard, does it? But it is. Why, it devoured a whole sailor in little more than a mouthful. And it's on the rampage for more blood at this very moment. It's going to eat every member of the crew unless YOU do something about it.



| | |
|---|---|
| BY | GREMLIN |
| STYLE | SHOOTING |
| RELEASE | MARCH/APRIL |

## We wanna be free! We wanna be free to, to do what we wanna do! And we wanna get loaded. And we wanna have a good time. And that's what we're gonna do.

**Lock 'em up and throw away the key, that's what I say. Or better still, string 'em up! Yea. That's what they deserve those scum sucking criminals. I don't know much but I know that life should mean life. Not fit to walk our streets I tell ya. To have the audacity to think they could get away without paying their TV license! Burn 'em! Burn 'em! Humane lethal injection! Humane lethal injection! But first thing first. Before we go exterminating deviants in the name of a rosey future, there's still a huge and burdensome prison population to deal with. Only one thing for it. Organise a cosy detention planet and then jettison the lot of them into space.**



***CAUGHT ON AN ISOLATED PLANET DOING SPACE BIRD, SIX INMATES HAVE DECIDED TO TURN DOWN A BOWL OF COSMIC PORRIDGE IN FAVOUR OF THEIR FREEDOM.***

If only it was that easy though. If Loaded is anything to go by, such a policy is a recipe for disaster. Caught on an isolated planet doing space bird, six inmates have decided to turn down a bowl of cosmic porridge in favour of their freedom. The justifications put forward by this marauding band are wrongful imprisonment and revenge on F.U.B., the abstruse character who framed them.

Should you ever need evidence of the way confinement warps those it inters, look no further than this perverse sextet. Mamma is a huge blubbery guy in a nappy, Cap'n Hands comes wielding a pair of archaic pistols, Butch has a fondness for women's dresses, Bounca is, well, every bit as psychotic as a bouncer, Vox is a tank-girl turned funk guru, and Fwank is not that far from losing the first letter of his name. Despite these bizarre idiosyncrasies, they each share unlimited aggression and unlimited firepower.

Cue then, the perfect backdrop for atop-down 3D shoot 'em up that sees our heroes moving through rooms, corridors and prison wastelands, blasting Dixie out of anything that dares move a hair follicle. There are keys to collect along the way, accessing new areas and bringing them closer to escape, and naturally there are a multitude of pick-ups available that improve their energy and arsenals.

And that's Loaded, although we musn't forget to mention that it utilises some brilliant graphics (every bit as impressive as those seen on the PlayStation) and moves at a breakneck speed, making it the ideal game to vent all of those everyday frustrations on.

There are still a few levels to be completed and the programmers are tweaking it to make it even faster, but going by what's already in place, Loaded looks set to be a great success. Expect the explosive review next month.



**Cap'n Hands goes blasting with his pistols. He is in fact a cyber pirate who is more machine than man. So don't expect too many humane sympathies from him.**



**At the moment the only playable level is the first one. All the same, it looks fantastic, what with some grand lighting *et al.***



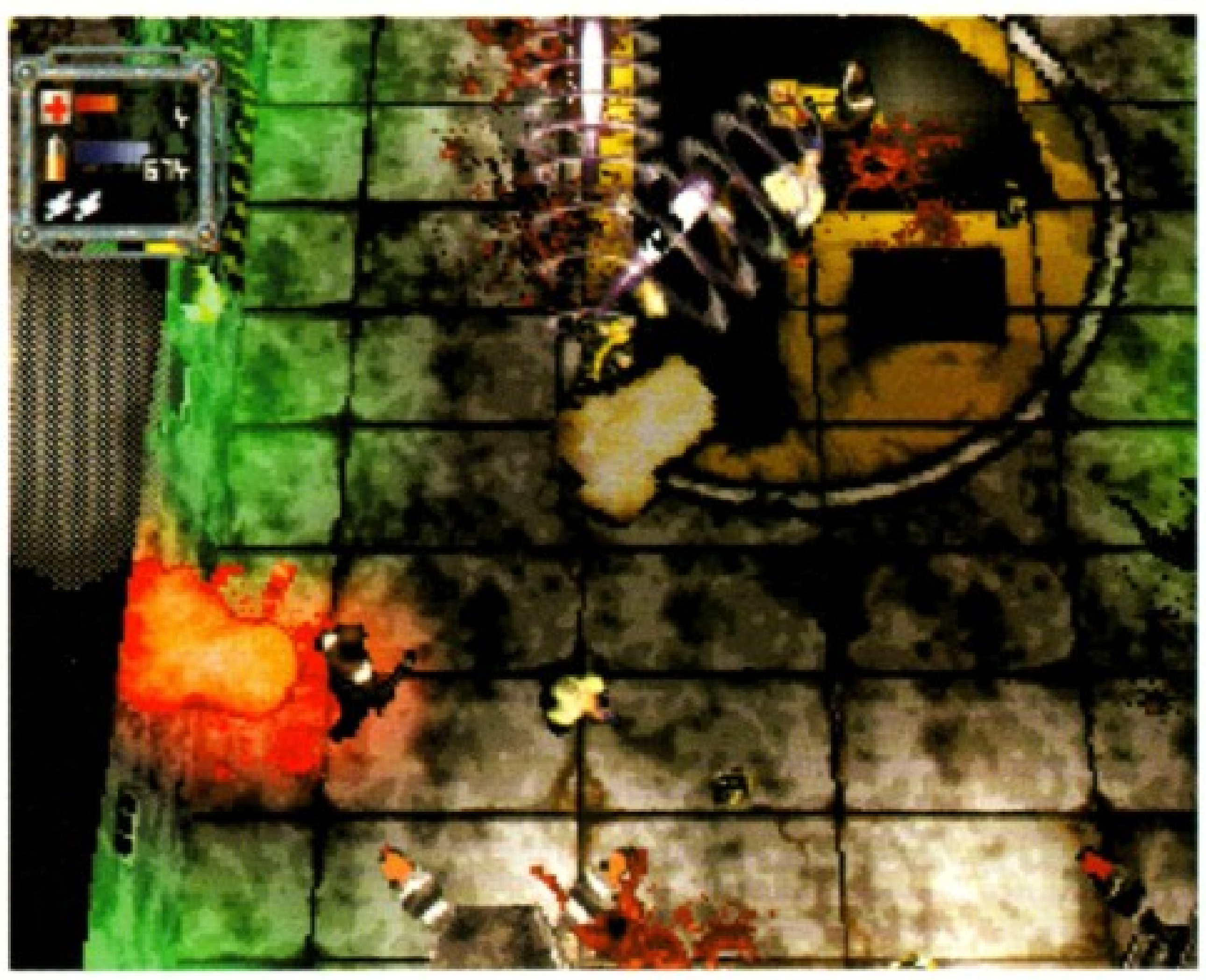




**Mamma is called mamma because it's the only word he's capable of saying. His actions however speak louder.**



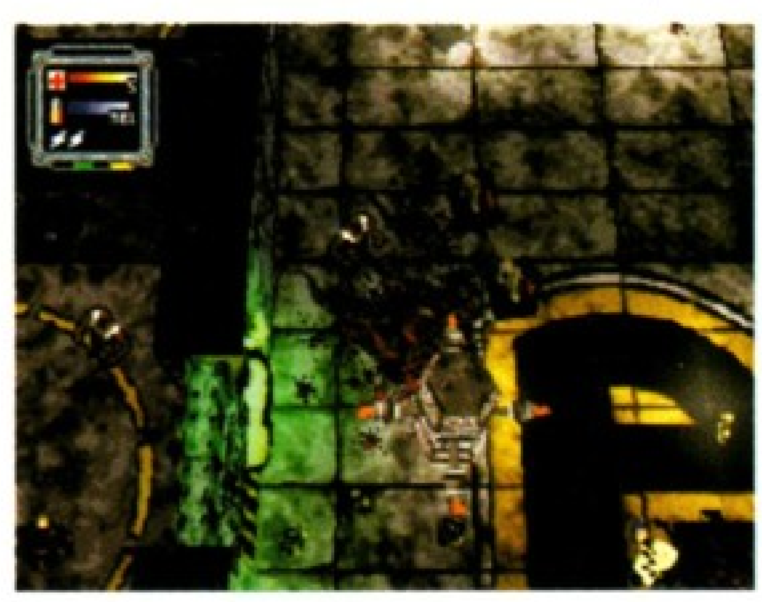




**Vox demonstrates her fully powered-up lazer gun. Admitting a little morbidity, one of the things that makes Loaded so attractive is the splat of bodies over the floor when you've utterly pulverised them. This points to the 'home from the pub' style action which is always fast yet simple enough for you to play it when you're utterly smashed!**

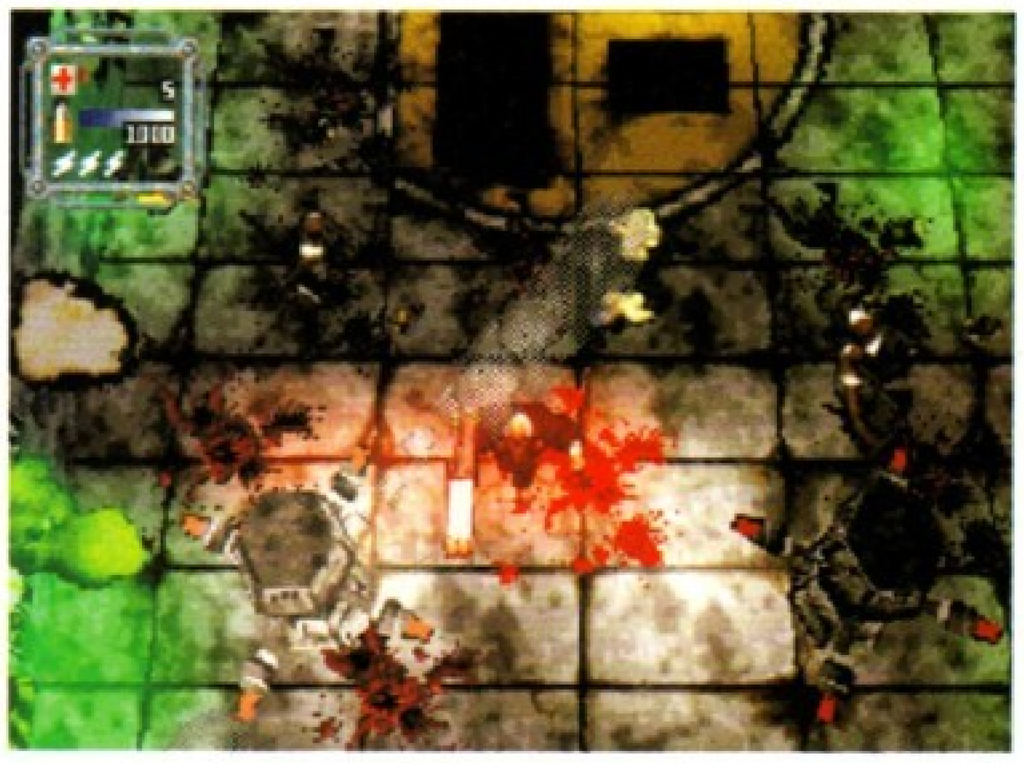


**Some of the admirable light sourcing blends with the splatters of blood. Lovely!**



# LOADED

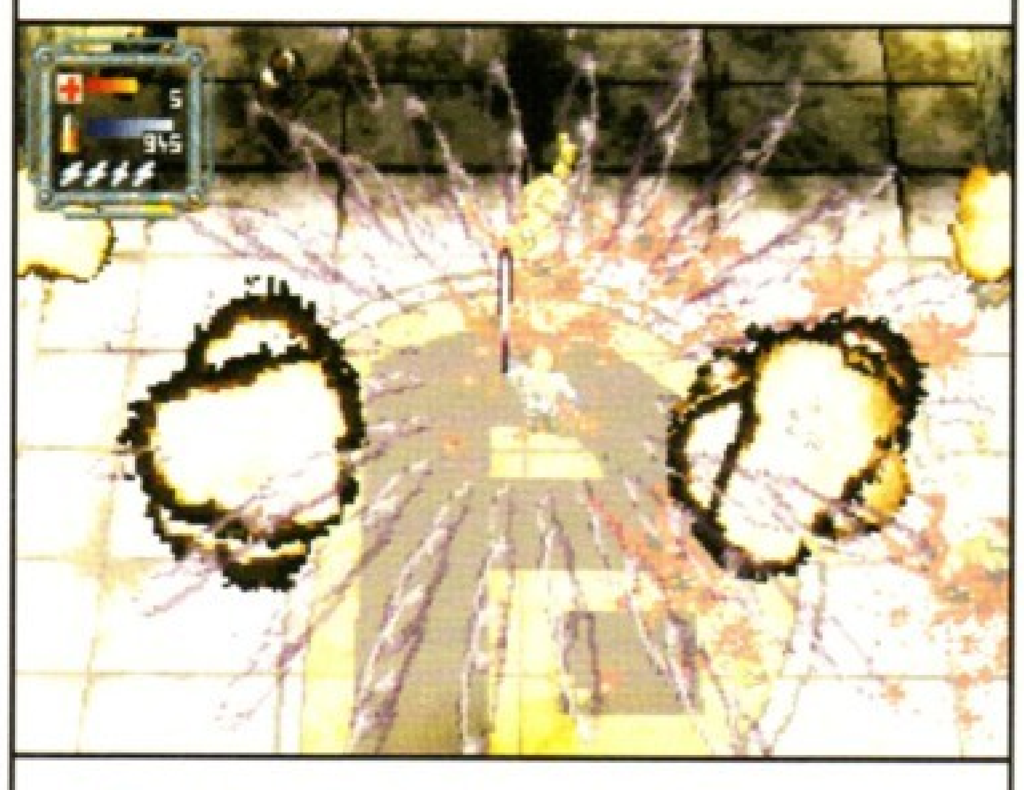
## *Gremlin bring their blaster to the Saturn!*







Above we see Fwank's ingenious homing teddies in action. They will remain walking around until they kill something



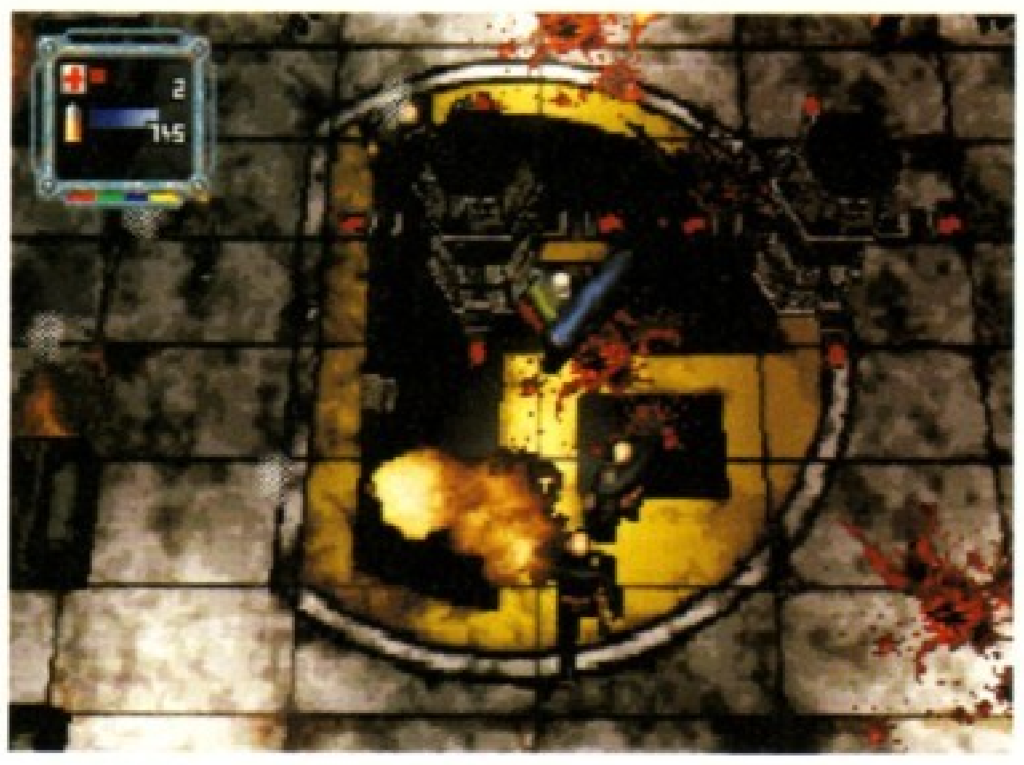




Mamma goes to work with the help of his fat laser. Burn baby burn!



Fortunately for our heroes there are plenty of pick-ups around that replenish their health.



I see the future...I see babies giggling, I see fluffy animals dancing, I see love and happiness, but also I see...



...guns! Huge explosions! Death! Mayhem! Carnage! I see struggle and desperation! And that's just in Loaded.





Hey! Who's this? They're not in the game! Fans will recognise them as Pop Will Eat Itself. They have in fact contributed a song to the game and, hey, it rocks you know! Really damn rocks ok? Grrrrr!

### YOU'RE SO SPECIAL

Each of the characters in Loaded comes with their own ultra bomb. This is a unique special weapon that blasts every enemy on the screen into cosmic oblivion. Using all of the 32 bit power on offer these are stunning to watch, and refreshingly original. For example, Mamma uses a wobble bomb that sees the whole screen ripple, Vox unleashes an elegant spiral bomb, and Fwank sends out an army of homing teddies to fluff up any foes approaching!

# letters

**Wotcha Badniks, it's the SEGA SATURN MAGAZINE Letters Page again!** Remember that we love to hear from all the readers of our magazine, no matter what you've got to say. Wondering what the exact dimensions of the packaging for Titan Wars are? Then drop us a letter and we'll throw it in the bin! We won't print any old rubbish you see, but it's still good for a laugh. Anyway, if you've got any old rubbish lining your brain, expunge it onto a piece of paper and send it in to DEATH TO FALSE METAL MAILBAG, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. There's a full-size inflatable Robotnik for every member of the Brazilian Xavante tribe who writes in with some red hair dye made from plants.

## BAZOOKATONE "CRAP" BOMBSHELL

**DEAR OFFICIAL SEGA SATURN MAGAZINE,**

Congratulations on having the courage to rubbish Johnny Bazookatone in issue 4 of your estimable magazine. My only criticism of your review is that you slipped up on the rating. Surely you meant to give it 13% and not 53%?

Occasionally I'll buy a game after seeing one review of it, and I almost did just that based on what GamePro magazine had to say about the PlayStation version. They loved it and gave it 90%. Hmm, I'm glad my local video store rents out Saturn games and I only had to pay £3.00 for a couple of nights of playing this garbage! What were the playtesters doing when they were supposed to be evaluating this particular title?

Perhaps the reason for my disenchantment with games in general at the moment stems from the fact that I should imagine I'm impatient as most people when it comes to waiting for new, exciting and challenging games to be released. It saddens me somewhat to see that all the developers seem to be interested in is pumping out beat 'em up after beat 'em up. I don't mind seeing the same type of games released, but has there been anything new on the beat 'em up scene since they turned into 3D polygon affairs? Now we seem to be going backwards towards 2D Streetfighter efforts, and money spent on bringing us these old style games could have been spent dreaming up something new, something that makes our 32-BIT wonder consoles behave like they really are the latest step forward, not a step into the recent 16-BIT past.

Sega rally Championship is undoubtedly the best game for the Saturn to date, and when it's joined by WipEout and Destruction Derby the Saturn will have a really decent set of games in its stable. These games, while all featuring a driving/racing theme are different enough to make it worth buying them all. It proves that even if developers can't think of a new game genre they can at least come up with different style of game within a genre.

***Tim Kemp, Norwich, Norfolk.***

**Well Tim, it seems you've solved your own argument there. X-Men and Virtua Fighter 2 are both groundbreaking titles within their genre, and have about as much in common as Rally and WipEout, which is precious little. Games are progressing nicely at the moment, and the current re-workings of popular niches are generally of a high standard. You'd never handle the number and size of sprites found in X-Men or Alpha with a 16-BIT system. And remember, you don't have to buy any games you don't like. But we know where you're coming from Tim, and we like it.**




**Here are some pictures of games. You might not think this is particularly relevant to a letters page. but one of the letters is about them. So ner.**

## I AM A THIEF AND A SCOUNDREL

**DEAR SEGA SATURN MAGAZINE,**

Being the proud owner of a Megadrive 1, Megadrive 2, a 32X and a Saturn and because I've been reading games mags for several years now, I thought I had enough inspiration to write you a letter.

First let me explain why I own two Megadrives. What I haven't mentioned yet is that I also own a copybox. And because I'm not proud of that, I thought I shouldn't mention it in a sentence starting with "Being the proud owner...". Anyway, I've got a Megadrive 1 to play games on my copybox and a Megadrive 2 for my 32X, so I don't have to switch all the time. So why am I not proud about owning a copybox? Well not because it is immoral or something, but because it spoils the games you play on it and thus ones gamesplaying capabilities. Just think about it – do you enjoy a game more if you bought it with your hard-earned money or if you copied it after renting it?

When I first got my Megadrive six years ago I used to buy games and play them until I dropped. As such I used to be very good at them. After I had bought a copybox I played newly copied games only for a couple of days and then the interest wore off. Only after getting a 32X for Christmas a year ago (yes I know I'm a spoilt git, but I'm not complaining) I actually started to play games again. And after buying a Saturn last August I've become the games playing freak I used to be again.

Having just mentioned the 32X brings me to another subject: people slagging the machine off. Admittedly the machine isn't as powerful as the other Next Gen machines, but it's much more powerful than we have seen up till now. It doesn't really matter because it's the games that count and the 32X boasts some fine examples. Doom, Vr Deluxe, Star Wars, Virtua Fighter and Chaotix, while not quite amazing in the graphics department are all great games. It's just a pity there haven't been more of them, but then again it's the people slagging the machine off to blame for that.

People like that obviously aren't familiar with the two, in my opinion, most important laws of gaming. These are: who gives a damn about the graphics if the playability is great; and it's the games that count, not the specifications of a machine. I'm even looking for a NES with a couple of classics before it's lost forever!

These two "laws" are the main reasons I've chosen to buy a Saturn and not a PlayStation. I must admit that I too was fooled by the PlayStation bias which swept through Europe and to some degree still does. However I used my insight of the games industry, which I've obtained by reading games mags, and resisted Sony's campaign. Now I and many others cheer and PlayStation owners weep, because the main reasons to buy a a PlayStation are Psygnosis' games, which are now coming to Saturn. Finally people are beginning to understand that Saturn is a fab machine. Still, I'm happy Sony entered the games arena. let's face it, Sega



Sonic. Did he look better in Sonic 1, or is his new 3D incarnation the best we've seen so far? Why don't you write and tell us?

games became very lame [What a good rhyming sentence – SSM] indeed after Nintendo was beaten in the 16-BIT battle. Now after the arrival of PlayStation and Nintendo 64 due, Sega's games have improved umpteen times. Even Sonic is back on track, with two new games!

This brings me to another subject. Am I the only one to think so or have Sega destroyed the great things about Sonic? I mean, at first Sonic, and later tails, were drawn the way they should be: simple. Just as Mickey Mouse has been for all these years. This was the best thing about sonic on the boxes of Sonic 1 and 2. You'll see he looks much better on Sonic 1. The same goes for the graphical style of the first game:16 colours, not too much foreground scenery, neatly defined square platforms and play area and good looking colour schemes... great! not the fuzzy, rough attempts of the rest of the series. I know Sonic has to be updated every time, but they should have done it in a different way. This is not the only reason I like Sonic 1 best. While a huge play area is supposed to be great, I found it off-putting. In every game but the first there were areas which you would almost never see, whereas in Sonic 1 you could develop a path to get all the rings in almost every act. In fact, this is what Sonic is all about, ring collecting! I know what I've said about Sonic's 2, 3 etc also counts for Chaotix, but his is largely made up for by the original control method.

One final thing: why do all mags often consider 2D games outdated? I think the new sort of games Next Gen machines offer are a welcome addition to existing genres, not substitutes.

Anyway, congratulations on your excellent mag, say hello to every staff member for me and keep up the good work!

***RvK, Dordrecht, The Netherlands.***



**This is possibly the longest letter we've ever received or printed, but it brings up some salient points. Copying, like smoking, is both evil and foolish. It's a great way to slutify your interest in games, as RvK so rightly points out. In fact, he should be shot. Hooray for piracy-free CD! As for Sonic, I can actually agree with you on this. It's a crap nostalgic thing, but I do think Sonic looked cooler in the first game (although the successive sequels were better games). However, like Mickey Mouse, Sonic has had to move with the times and fan's increasing recognition of him. After all, Mickey started life as a stick-thin black-and-white thing with two little dots for eyes, before transcending this form and becoming the portly middle-aged-looking pink-faced giggling rodent we know and love. Them's the breaks, kiddo.**

## FRUSTRATED HOUSEWIFE WRITES

**DEAR SSM,**

In last month's magazine you asked for letters on love lives. Well I got married on the 24th Jan '96 [Congratulations – SSM] and three days later my husband and I bought a Sega Saturn. I must say it's brilliant. The only qualm I have is it's put paid to my idea of a honeymoon. My husband has a bad case of Worms which keeps him up till 3 or 4 o'clock in the morning and I have become a Bug alcoholic. I know we did things around the wrong way, we had the kids and then got married, but I didn't ever think our sex life would come second best to any game console. Roll on the day when we conquer these two games and our honeymoon starts.

***A Very Frustrated Housewife, Newbury, Berks.***

**It's official! Sega games are better than sex! Which goes to show that the Saturn Mag staff aren't in fact a sad bunch of girlfriendless no-hopers, but an elite corps of cyber-brain-sex cutting edge futurama studs. Ahem.**

## HYPE-NOGOGIC MIND MACHINE

**DEAR SSM,**

I am writing to you about the ever ongoing battlezone which surrounds the gaming industry between consumers and manufacturers alike.

I have owned various game consoles beginning with the Atari 2600 to the Sega Saturn I have today and have amassed hundreds of magazines for the machines and other interests I have, and stress I must point out something I find very hilarious.

Input from readers and consumers who have bought products from whatever industry TV, VCR, Hi Fi, games system etc etc, the letters pages in magazines covering these products are all very much stereotype – "I've bought a Saturn because I wanted to slag all my PlayStation-owning friends off" or "Mine's better than yours, so there". 'Fraid not. I spent my hard-earned money on the games system of MY choice, I made this choice myself because I bought it to please ME and not everyone else who would care to pass comment on it.

Now the point everyone's missing is this; manufacturers need this hype to a) sell products, b) develop better products and c) advertise the industry concerned.

Admittedly I am a Sega fan but I'm not biased towards them. I enjoy playing PSX games as well but please do not ridicule other formats without concrete knowledge of what you're talking about. I have read so many letters like Robbie Moore's in issue 4 and I can't help but laugh. Where was his constructive criticism?

Keep the hype going, which keeps the gaming industry in the public eye, but don't be unhappy with the system you own – if you're happy with it who cares what anybody else thinks.

***Simon Perryman, Carlisle, Cumbria.***

**Hang on, how do we know that your cash is "hard-earned"? Everyone says that, and given that some of our correspondents seem to have almost limitless leisure time in which to indulge their Sega it stands to reason some of them are complete dossers who earn their money very very easily. The bastards. Anyway, not a bad argument there Si, but you're a bit of a junior conspiracy theorist. It's more likely that people exhibit the so-called "Mine's better than yours" condition in an attempt at self-justification. It's a tricky thing buying a console, one false move and you've wasted £300 and you'll resent your decision. It's not too much to ask to allow consumers to steady their doubts by vocalisation. But you never know. Anyway, fine egalitarian sentiments at the end there, which I believe we can all learn from.**

## I DEMAND TAILS' ADDRESS

**DEAR SIRS AND SIRESSES**

I'll get straight to the point. I require some information, which will be of great value to me, and I know you dear fellows and fellowesses will be able to provide me with it. Here goes: I am in desperate need of some background history about Sonic's two-tailed orange fox chum dude. Pray tell me, how did the little guy obtain his extra tail? Which zone did he come from? And most important of all, how did he and Sonic meet? I would also be entirely grateful if you were to print out an address for Sega, along with a detailed description of Miles' past.

Your slave forever,

***Anon.***

PS I will remember you when I'm rich and famous.

Worms. Personally I can't stand this game at all. But lots of other people seem to like it and I'm not going to argue with them. Tasteless saps.




**Miles "Tails" Prower hails from the beauteous Green Hill Zone. Born with two freakish tails, Tails was packed off at an early age to Professor X's School for Gifted Animals, where he was trained to use his posterior additions to benefit animalkind. Shortly after graduating from Mutant Kindergarten Tails absconded to aid Sonic in his second fabled Mobius-saving mission. The two have been friends ever since, although romantic involvement is strongly denied by both parties. Sega live at 266-270 Gunnersbury Ave, Chiswick, London W4.**

**PS You's better, pal.**



# Q&A

**Howdy Sega pardners. It's time for us to answer some more of your feisty and inquisitive questioneering. After all, we've got nothing better to do all day than sit around listening to you lot harp on about release dates and all that rubbish. Honestly, you should listen to yourselves sometimes. Yea, well, anyway, if you've got a question you'd like answered pop it off to us at DESTROY THE STATE Q&A, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. We'll do our best to answer it.**

## CASE HEAD

**DEAR SATURN MAG,**

I am writing to you hoping that A) you'll answer my questions and B) I'll get my letter printed.

1 Could you please tell me where I could get a storage case for my Virtua Cop CD? I bought it with the gun but didn't get a case and you *do* with the versions without the gun.

2 Will Battle Arena Toshinden ever be available on a UK Saturn? The Jap import is retailing at £59.99 plus another £19.99 for the convertor.

3 When will Mortal Kombat 2 and Sim City 2000 be available? You reviewed them months ago.

4 Do LucasArts plan to release PC games such as Day of the Tentacle and Rebel Assault on the Saturn?

5 When will Destruction Derby be available on the Saturn and which other PlayStation games are to be converted?

6 In your opinion is the Saturn capable of running a game such as Domark's Championship manager 2, and will games such as this be released on the Saturn?

7 Do you require a convertor to run American Saturn games on a UK system? Also will they run full screen and full speed?

8 I currently own VF2, Daytona, Virtua Cop Sega Rally, FIFA '96, Worms and Rayman. Could you suggest any other games to buy?

Finally could you please make clear when featuring games which are UK, Jap, American etc and if they are the final versions.

Thank you,

**Nick King, Handsworth, Sheffield, N Yorks.**

**1 Try buying a 99p bargain Max Bygraves CD from your record shop and using that. 2 It should be out in the shops by now. 3 They should both be out by the time you read this. 4 Maaaaaybe, but not in the near future. 5 It's a safe bet most Sony Interactive, Psygnosis and third-party games will reach Saturn. Derby should take another two-three months. 6 It should be. 7 Yes. No. 8 Guardian Heroes, X-Men, Streetfighter Alpha (in a little while), Panzer 2 (ditto), loads mate. We always review final versions.**

## BE CG FEAR

**DEAR SSM,**

Your mag is absolutely, utterly brilliant. Now answer my questions, please.

1 When will these coin-ops appear in the arcades: Manx TT, Fighting Vipers, Indy 500 and Virtua Cop 2.

2 Will any of these games appear on the Saturn?

3 Do you think that the Arcade Racer and the Virtua Stick give better gamepay than the ordinary joypads? Would you recommend me buying them?

4 Any news on Virtua Fighter 3?

5 I have heard a rumour that Sega are making plans for another Next Generation games system. It's supposed to be called the Eclipse and to be released in 1998. Is this true?

6 What does the CG mean in Virtua Fighter 2 CG Portrait Disks? Are the stills like photographs?

PS I've found out that if you shoot the hook above the ground in the warehouse on the first level of Virtua Cop you get more points Every time you fire at it you get an extra 100 points.

**Martyn Davy, Great Yarmouth, Norfolk.**

**1 They're all out now. 2 All of them, hopefully. 3 Not really. The Virtua Stick is okay, but it's horses for courses. 4 It'll come out this year. 5 Untrue, but a good name, though. 6 They are indeed still pictures. CG is the standard term for computer-rendered 3D graphics of a static or animated nature.**

## CHECK OUT MY BOX

**DEAR SSM,**

Please could you answer these questions for me?

1 Please could you print a picture of the box for VF2, because I've seen two boxes.

2 Will Sega be releasing an add-on for the Saturn because Nintendo are for the Ultra 64?

3 Any news on a Sonic platform game? Like Sonic 5?

4 Is it worth keeping my Megadrive and selling my Mega-CD?

Keep up the very good work,

**David Ruddy, Llay, Nr Wrexham, Wales.**

**1 Like it matters. One of them might be an import, so check the nationality before buying. 2 That's a daft reason for them to release one. 3 Out before the end of the year. 4 Yes.**

## SERIOUS BLOKE

**DEAR SIRS,**

I am a serious Megadrive owner and have been for about four years now and have got a good collection of games including all the Streetfighter games. What I want to know is why Streetfighter Alpha is only on Sega Saturn and not on Megadrive? Or is it coming out sometime soon on Megadrive?

**Yours sincerely,**

**Ben Lehane, Waterford, Ireland**

**Sadly it appears that the Megadrive just isn't powerful enough to handle the speed and complexity of Streetfighter Alpha. Either that or Capcom are too lazy to put a Megadrive version in the pipeline. Take your pick.**




The game that looks like it's dodged mortality, MK 3.




Our CD from the Jan issue. Expect another one soon...

## WHERE THERE'S A WILL

**DEAR SSM,**

Please please could you answer these questions for a mad Saturn fan!

1 If AM2's version of Sonic does well do you think they will release a Sonic 2, and if they do, will it have a new character?

2 Will there be a sequel to Daytona USA?

3 Will Air Combat which is out on the PlayStation come out on the Saturn?

4 Is there going to be a Clockwork Knight 3?

5 Will there be a sequel for Sega Rally, and if there is will there be more cars and tracks?

6 Will there be any more Virtua games because there are already six.

7 Will there be anymore games like Virtua Cop that involve using a gun?

This is the coolest and best mag around. Thanks.

**Richard Caesar, Euxton, Chorley, Lancs.**

**1 DOES NOT COMPUTE 2 Maybe. 3 Oh no. 4 Probably, not counting Clockwork Knight Puzzle. 5 It's highly doubtful. 6 Oh yes. 7 Yeppity indeedina.**

## DEMO CD TROUBLES

**DEAR SATURN MAG,**

The mag's great and gets my vote! Keep up the good work! Please answer my questions (please!).

1 When will Bullfrog's un-licensed super-hero game, the Indestructibles, be released?

2 The Aftermath looks great, when will it be out?

3 When will Deadly Skies be out?

4 I sent away for the demo CD your mag was offering, that was quite a while ago and I still haven't been sent my CD and I haven't had the cheque back, please could you explain what is going on?

**Eddie Samme, Bristol.**

**1 Not sure, sorry. 2 Just as soon as it's ready 3 Never if you're very lucky. 4 If your cheque hasn't been cashed, it's because we've run out, sorry. If it has, ring our Marketing department on the number at the back of the mag. Sorry about that.**

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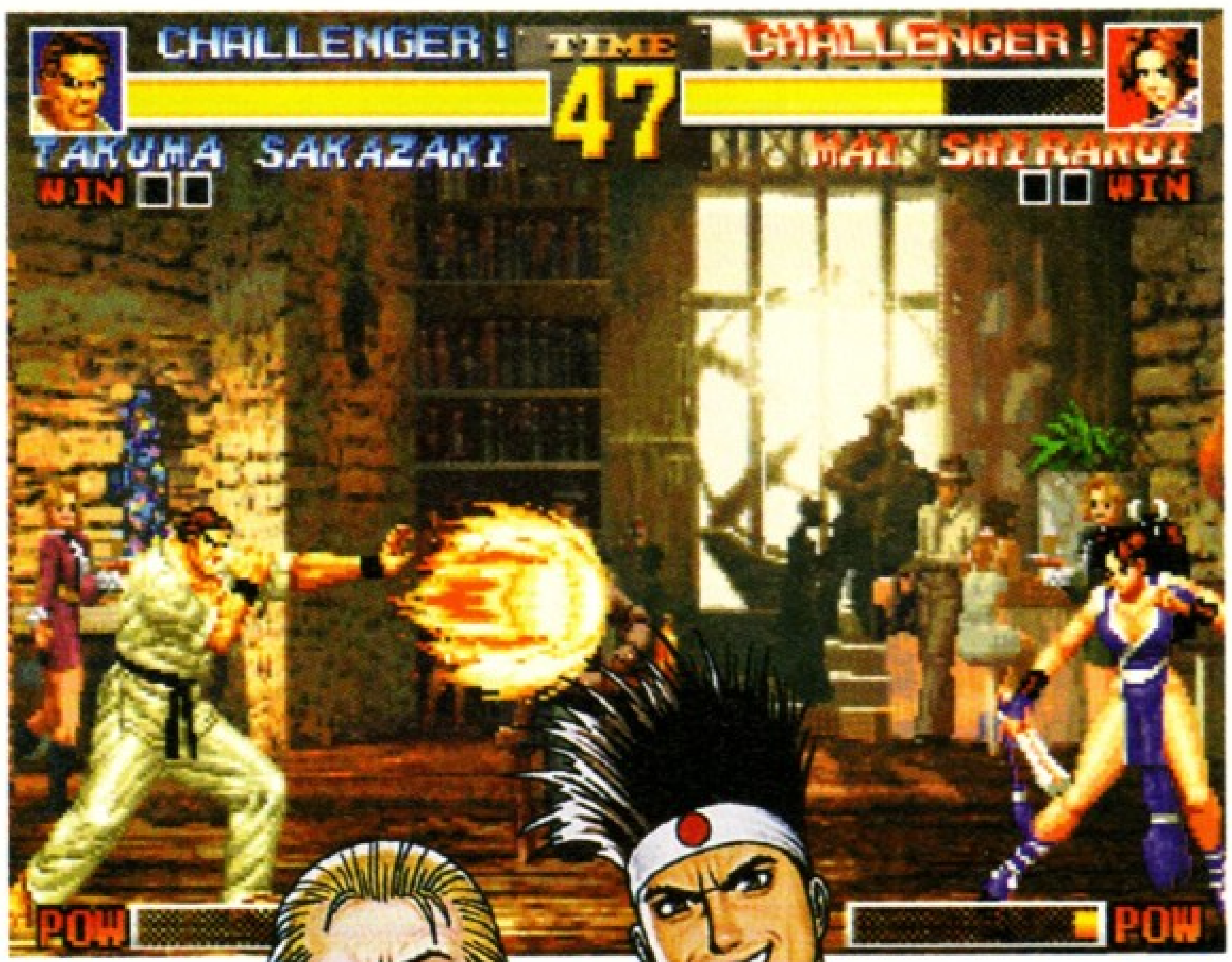
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# The King of Fighters '95

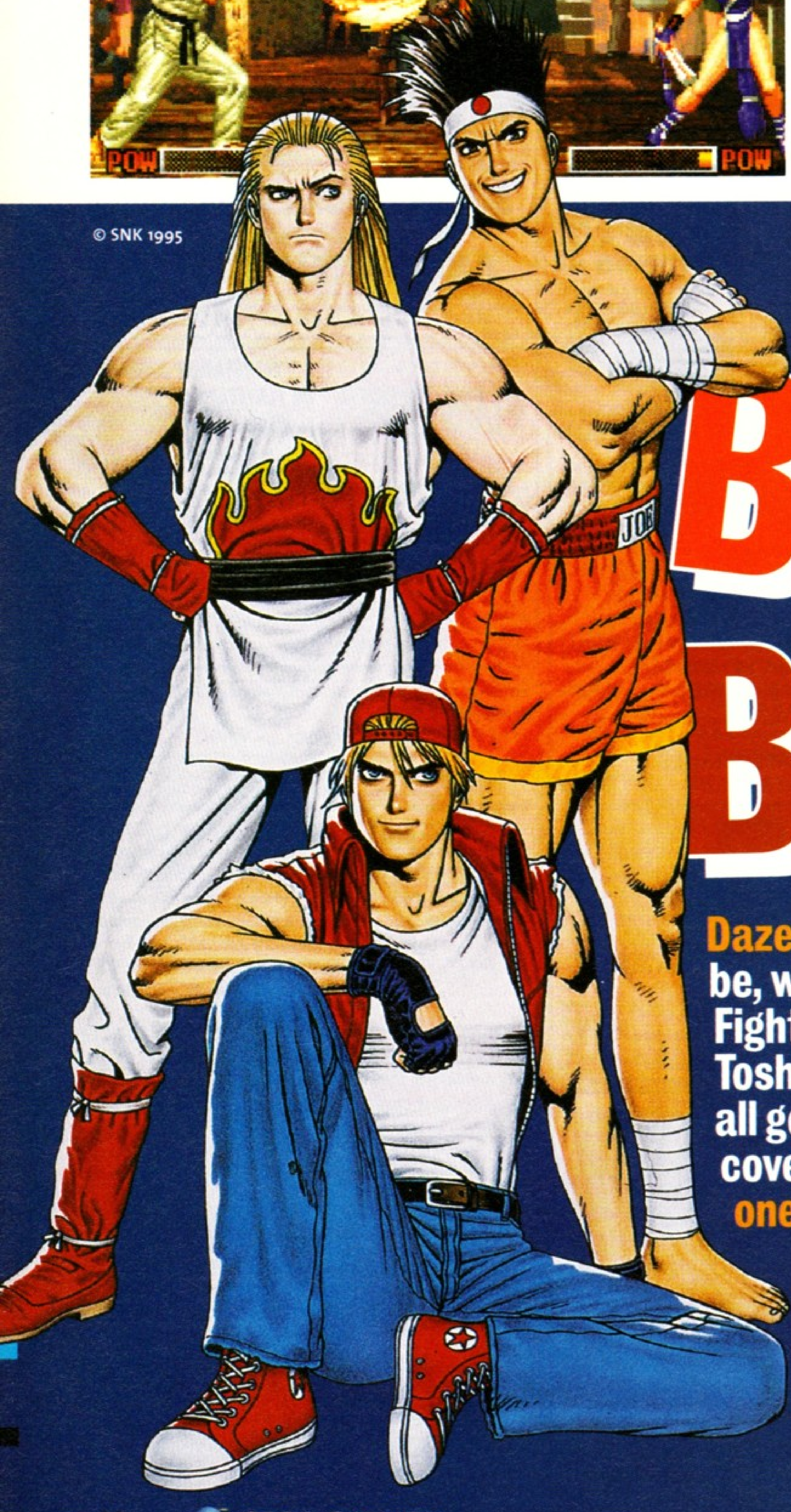














# BISH! BASH! BOSH!

**Dazed and confused you might be, what with VF1 and 2, Street Fighter Alpha, Darkstalkers 2, Toshinden, the X-Men and MK3 all going chin to chin for the coveted prize of best one-on-one beat 'em up. Next into the arena steps SNK's The King of Fighters '95. ROB BRIGHT dons the robes and grants it an audience.**















A clumsy stumble and it's too late! The pint has been irrevocably spilled! In trepidation you wait for the words... "Oi! Pal! You just spilt my frigging pint! Now what you gonna do abaat it?!" Hmmm. So, what are you going to do about it? Well, there are a few options here. The first and, in my opinion, most noble action is to run away as fast as is humanly possible. Check to make sure you have an easy escape route, that there are no chairs you might fall over, and that your antagonist doesn't have mates strategically placed to prevent your exit. If this retreat is not a possibility, you'll have to revert to 'plan two'.

This is where you beg for your life. Don't worry about saving face. It may be that he's only out to humiliate you a bit, in which case give him plenty of time to throw lots of verbal abuse your way. Be as ingratiating as possible, perhaps even offering him all the money in your wallet. If this also fails, you're going to have to come to terms with the fact that a fight of sorts is inevitable. Let him throw the first punch. Even if it doesn't connect, fall to the floor immediately and pretend you've been knocked out. This does of course leave you more vulnerable than ever, but let's face it, he's going to kick the crap out of you anyway. If you're the type who manages to muster up a little courage at the decisive moment, direct your punch to the groin at all times. Be warned though, if it doesn't stall him, you're more dead than ever. Presuming you get out of this situation alive, don't spend time cursing yourself for being a yellow belly. You are a yellow belly of course, but hey, you're hopefully still alive with only one or two permanent facial scars. Besides, why do you think beat 'em ups were invented? Precisely to get you through moments like this.







The Saturn has been home to a lot of therapeutic beat 'em ups of late. The King of Fighters '95 is the latest to join the illustrious ranks. SNK's game was first showcased on the Neo Geo where it has had several incarnations before, the last of which (KoF '94) introduced a new concept to beat 'em ups whereby fighters are split into teams of three. They still fight individually but when one of your team is defeated, the second takes over. The first team to use up all their fighters loses. This idea is retained, although now you can customise your team, selecting whoever you like out of the 24 fighters to make up your trio. Another tradition in KoF is the use of fighters from assorted other beat 'em ups including Art of Fighting 2 and Fatal Fury. We are looking for the king of hardmen after all. Add the combo's specials and supers and you're just about ready. All that's left to say is fight! Or run away. It's up to you.











## THE THREE RUCKATEERS!

What makes KoF such an unusual one-on-one beat 'em up is the fact that you can arrange teams of threes. This doesn't mean that six fighters can have a massive ruck at once. These are tag teams so the idea is to use the same fighter until they're utterly powerless and then switch team members. If you're really hot stuff, you might be able to get through all three opponents consecutively using only one fighter. Alternatively, if you're really bad, you might find all three of your characters defeated by only one or two of your foes. KoF uses set trios, although it also offers you the option to customise and choose any three you like. This method of gameplay is effective in helping you get to grips with all of the different fighters and their styles. As has been mentioned though, in traditional team play the fighters are already separated into teams. There are eight in all and here they are;



## KISAGARI, KANE AND YAGAMI

This trio are actually new to KoF, replacing the American team from the last game. They're pretty tasty too. Kisagari first featured in Art of Fighting 2 where his performance wasn't rated as exceptional. Now though, he's much harder, using fire ball attacks like the spirit blast and harbouring the ability to reflect projectile attacks. His special is a mantis punch which has a devastating effect. Billy Kane is a dungaree wearing master with the stick. If he spins it he pulls off a flaming hurricane which is a ring of fire that rolls towards his opponent. He can also do a sparrow drop which sees him launching into the air to perform a drop attack as he wields his cane like a spear. He also uses his cane to pogo into flying kicks. Yagami is reputed to be the arch rival of Kyo and shares many of his techniques. Yagami's flame attacks are a pleasant violet colour rather than red though, and his combination attack differs from Kyo's spinning kick combo, by using a strong punch followed by three successive floor fire balls.







Ralph takes on Mai. His team, which includes Heidern and Clark are currently the better off, something made evident by the sulking Yuri in the background.





Kim demonstrates his propensity for a spot of high kicking. The backgrounds are active, the grass swaying and the flames flaming!

## HEIDERN, RALPH AND CLARK

This motley crew all herald from Brazil. Led by Heidern, a man who looks like he belongs in the Luftwaffe, they present an awesome fighting force. Heidern uses a flash punch and a very nasty energy drain to get the better of his opponents. In some ways he's just too hard meaning playing as him gets a bit boring. When he's your computer opponent however he makes for a good fight. Ralph sports a decidedly tasteless bandana and bomber jacket, although he makes up for it with a somasault/rolling attack. Clark also sports a bomber jacket and uses moves very similar to Ralph.

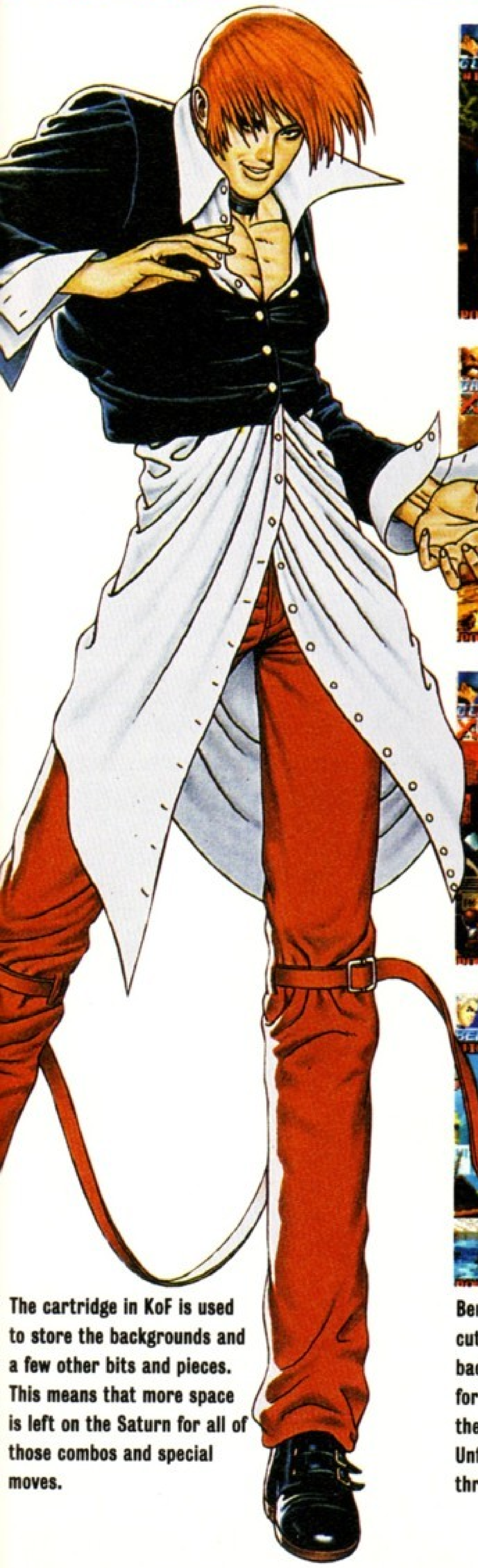





## KIM, CHANG AND CHOI

Quite an odd bunch these three. Their fighting styles are all very individual due to their differences in size. Kim looks about the most normal out of the three of them and his attacks are fairly conventional, using a karate style to pull of flip kicks and the like. Chang on the other hand is a bit of a freak, what with his ball and chain that he swings in on enemies and his habit of powering up by head butting himself with it. Likewise, the small and wily Choi, a kind of crippled Freddy Kruger, performs somasaults which act as combination attacks.









## KYO, GORO AND BENIMARU

Kyo has a reputation for being the most effective of all the fighters in KoF. This is something all but confirmed by his powerful range of attacks and his speed. Mostly he uses fire, be it as a crescent smash or wave smash, both of which pummel opponents. Benimaru has a large white Mohican and his moves are all pretty standard including karate style kicks and punches. Goro is is the strongest among them, thumping the ground to deck his opponents and pulling off a special move, rather mysteriously called the cloud toss.












The cartridge in KoF is used to store the backgrounds and a few other bits and pieces. This means that more space is left on the Saturn for all of those combos and special moves.

Benimaru, the guy with the paroxide punk hair cut, unleashes his flying kick on Joe. On this background the fighters jump from the platform into the water, which is very shallow by the way so that they don't drown. Unfortunately though there are no trips through the bay on the boats.

## ATHENA, KENSOU AND CHIN

Athena is not the shop where you get those posters of huge muscle-bound guys holding babies. No sir! Athena is in fact a school girl. At least, that's what you'd think until she flings it off and reveals her disco dance outfit underneath! Her main attack is a psychic fire ball, although she is also capable of reflecting attacks. All members of this team use psychic attacks in one shape or another. Kensou uses a lightning ball as his psychic weapon but he also sports a dragon talon tear and a variety of roundhouse kicks. Chin is the by now standard drunk guy. Using his bottle of booze as a weapon, it swings out into his opponents. He also pulls of a comical leap that leaves him grappling the head of his enemy.



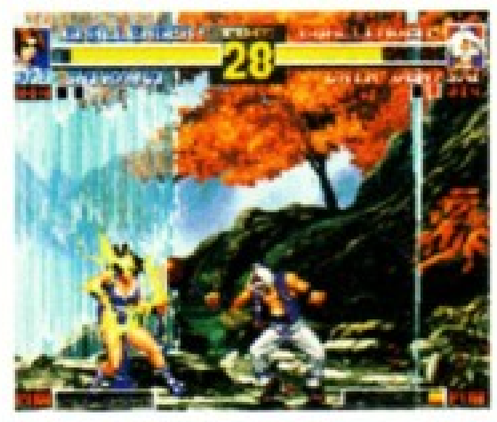
Athena begins a fight wearing a school girls outfit. She then whips it off! Oooo I say!



One of Athena's specials is a fire ball. Heidern is dead hard though and has loads of specials.












Chang (above and left) is a very fat guy indeed. Not only is he fat though, he also carries a huge ball and chain which he doesn't hesitate to swing at his opponents. But his size makes him one of the slowest characters.



## TERRY, JOE AND ANDY

Those with a retentive knowledge of beat 'em ups will recognise these three characters from Fatal Fury. They are an excellent team using super-powerful specials and some classy combinations. Terry Bogard might look like a hick car mechanic but his moves are very effective, including a punch to the floor that sparks a lethal fire ball. Andy dresses in a regal red and gold, probably to make his flying kicks all the more devastating and employs a dam breaking punch. Joe, dons a rising sun head band and goes about doing super roundhouse kicks.



The brothers go head to head in combat!



Andy seems to be getting the better of it.









There are over 2000 possible team combos!





## PICK 'N' MIX

Although fighters are already arranged into teams of three, the Team Edit mode enables you to pick any three out of the 24 fighters meaning you can assemble your favourite three fighters in the same team. In fact it offers you over 2,000 possible combinations meaning there's almost no end to the kind of team you can put together.





## KING, YURI AND MAI

This is the all-female ensemble but if you're expecting an easy time of it think again. What they lack in bulk they make up for in speed and agility. Stressing those ever-blurring boundaries, King as she ironically names herself wears a tuxedo. She looks a bit like Princess Di actually but don't submit to her doe-eyed charms because she'll unleash a fire ball on you. Yuri dresses like an Irish pixie and moves with bewildering agility. One of her specials sees her jump and project a lightning ball onto her enemies. The most effective of the trio though is probably Mai. Her fire wave and lethal fans which she throws out like boomerangs are her most notable attacks.




## ROBERT, RYO AND TAKUMA

This team must have learnt their art from Street Fighter veterans Ryu and Ken because their moves are almost identical. This means that they all use dragon punches and fireballs, coupled with some unique attacks of their own. Ryo and Takuma both have the rapid attack punch while Robert favours the kick. This ability to attack at such a ferocious speed and their unity of style makes them one of the most powerful and accessible teams in the game. They're not the most surprising trio though.










## CARTRIDGE?!

So what's the point of this cartridge then? Well, at its most basic this is simply a way of expanding the memory capacity. In case you didn't know, game data on CD is transferred to the Saturn's internal RAM. In order to make a good conversion from the Neo Geo (the KoF cartridge was 250 megabits), SNK decided to include a 16 megabit cart to store backgrounds among other things. Thus they could rest assured that the Saturn version would look every bit as good as the Neo Geo's. It also means that the loading time is very quick indeed. It's true that KoF could have been converted without a cartridge but this would have meant losing the refinement of the animation. X-Men for example, lost a third of its frames of animation when it was converted from the arcade. In short, what the cartridge does is ensure that this conversion is totally tip-top and that all the perfectionists at SNk don't start grumbling. As much as anything else though, it points to the flexibility and adaptability of the Saturn, and that's not something that the PlayStation could boast of now is it!

## POWER TO THE PEOPLE!

As yet, The King of Fighters '95 hasn't been signed up by anyone for release in Europe. This is a bit of a surprise considering how popular it has proved in previous incarnations and the fact that it's dead good too. If it was to find a software house prepared to publish it, the price would probably be around the £60-£70 mark, not cheap admittedly, but then there are 24 fighters in this game. What do you think? Yes you! The reader! If you'd like to see it released in Europe write in and tell us. We here at Sega Saturn Magazine wield unimaginable power and if enough of you want to see KoF on your shelves then we'll pull strings and fiddle with knobs in an effort to get the fat cats interested. People power you hear!









# RU



# G RATS!

**Once upon a time, there was a land inhabited by great wizards. But wizards, being a bit tetchy and all, are always partial to a bit of war. So, one day they all decided to have a big fight to see who was the hardest. Of course, this turned into a bitter battle that lasted for *years*, and, when a wizard came along that was tough enough to beat all the others into submission with just one wave of his bejeweled hand, what did he do? He took all the power for himself, turning all the other wizards into slaves of the dark side. And now it's up to SAM HICKMAN to restore the world's equilibrium and show those poncey wizards *exactly* who's the boss.**






Preparing for an assault on a tattered and torn world. Will the young wizard make it? How will he fare against older, more experienced enemies? We don't know, but we do like his taste in decor.



Ooh, [adopt psychedelic sixties-style crooning] let me take you on a magic carpet ride. Through the la la la and dee da dee dee dee. Sorry. I can't remember the rest of the words. But it's all a bit wishy washy anyway. Sung by degenerate long hairs happy to be alive you see. Not like today where we all have to be soul-tortured and pierced in unhealthy places to get a point across. Still, while we're on the subject of rusty nails and buckets of oozing pus, let me remind you that war is not big and not clever either. Although in the realm of videogaming, it can't be denied that it's damned good fun. In fact, ever since the dawn of videogaming time there's been the war game, but it's only fairly recently that there's been any real variation on the traditional point and blast theme.




But, with the arrival of 32-bitdom, things have changed a bit. For a start, it's possible to produce something with really slick graphics and it's also possible to play things out in 3D. What's more, you can also convert existing PC titles with very little bother at all. Which of course, is what has happened with Magic Carpet.

This appeared on the PC around two years ago and won numerous awards for its innovative gameplay and even spawned an equally quality sequel.Based loosely on the traditional "war" theme, Magic Carpet is set in a mystical Arabian world where wizard build up castles that are (hopefully) impossible to penetrate. Of course, they don't just do this for the fun of it – far from it. what they're actually trying to do is steal all the world's mana for themselves, thereby gaining ultimate power over every other wizard in the land. But you're not going to be involved in such tyrannical exploits. No sir, your job is to restore the equilibrium within the land back to an acceptable level. To do this, you're going to have to search the land for mana o f your own to place in your very own castle. And that means begging, borrowing, stealing, and even killing to get what you want...

>>






## MAGICAL MYSTERY TOUR

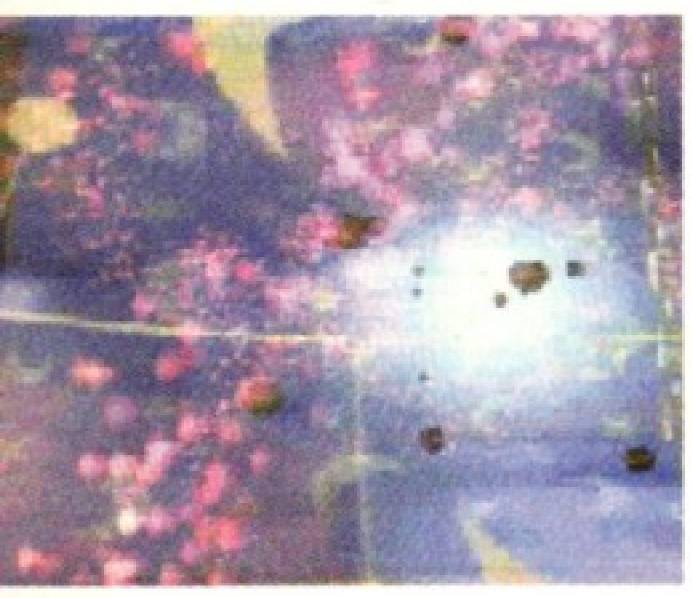
>> So, putting it that way, it doesn't seem as though this is much of an eco warrior type game at all. But it is. It's just that, on the surface, it might *seem* as though you're a power crazed wizard hell-bent on ruling the world. But, that's what you have to do these days if you want to get any attention for your cause. And, when there's around 75 levels to be sorted out in all, there's no doubting that you're going to have to bit heavy-handed on the weaponry and even heavier on the tyrannical, slightly insane look that every dictator should adopt. Practice yours today!

## SPEAK AND SPELL

Luckily, there are a few devices designed to make your life considerably easier. for a start, you're a wizard, right? And what do wizards do apart from creating powerful potions made out of frogs' feet? they cast spells. Luckily, there's plenty of spells up for grabs in Magic Carpet, and they can all be used to combat both enemy wizards and violent beasts. The spells range from simple firing weapons and castle building abilities to volcano instigators, walls of fire, meteorite showers and invisibility power. Most of the better spells only pop up in the later levels of the game, but generally, spells are handed out as you need them, which makes things much more interesting than if you were given all the spells automatically at the beginning of the game. However, spells can be located in obscure places, and once you've spotted them, collection can sometimes trigger off traps –which usually entails millions of beasties who will magically spring from nowhere and unleash their full power on you.







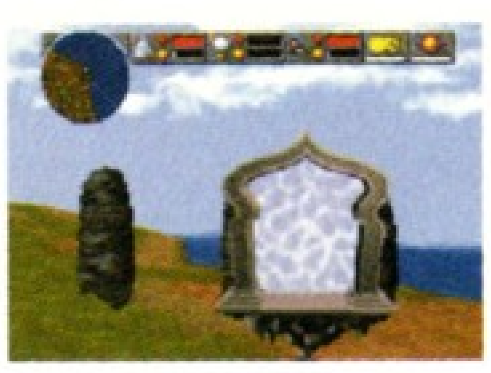
## IF AT FIRST...

When you initially play Magic Carpet, it may seem daunting, what with all the menus you're expected to access and everything, but persevere a while and you'll find that it is most enjoyable. Sure, there's been shoot 'em ups on the Saturn before, in fact there's even been some half decent ones like Panzer Dragoon, but there's been nothing like Magic Carpet. After all, where else do you get to pillage castles and wreck villages without paying the consequences? In fact, if you think about it, Magic Carpet is a multi-dimensional game – on one level you're mission is to collect man, while on another you want to build a great castle, on another you're beating off wizards who attack the moment your back is turned and yet another, you're expected to save the world. Sound difficult? That's because it is...

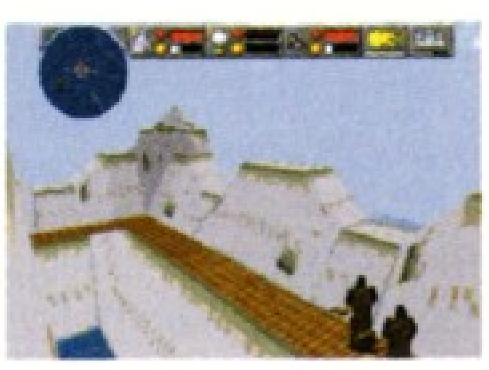
MAGIC CARPET IS MYSTICALLY REVIEWED ON PAGE 72



Hurrah! You've restored the world!



Fly through this to teleport across the island.



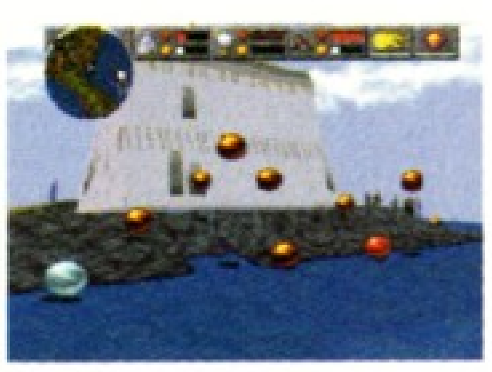
Your very own castle – needs protecting though.



Enemy balloons in the area! Destroy at once!



An enemy wizard and a horrible worm thing.



Loads of lovely mana for your collection.

## EYE EYE!

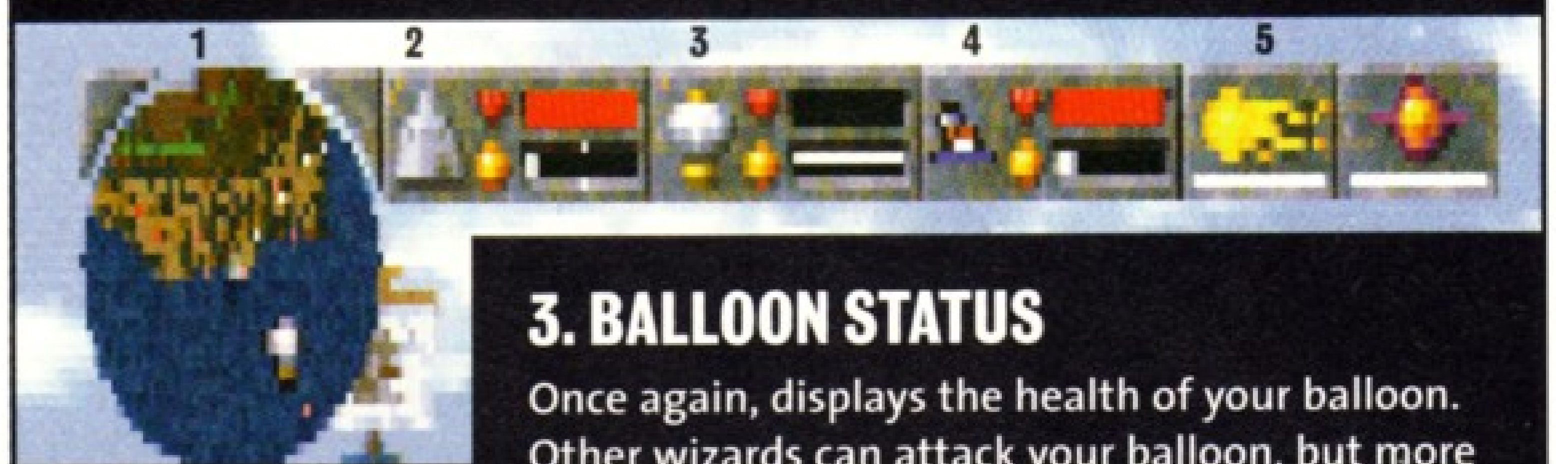
Since Magic Carpet was converted from a PC title, it does tend to be rather heavy in terms of on-screen information. In fact, at any one time, you can be expected to take in up to five pieces of information. So, here's a quick rundown of everything you're expected to know about.

### 1. ALL SEEING EYE

This is probably the most important icon on the whole screen. Acting as a mini-map, it indicates where you are in the land and what monsters are about to launch an attack. It also indicates whether other wizards are in the area and monitors the amount of mana they're about to nick from you.

### 2. CASTLE STATUS

Yup, as well as avoiding attacks from beasts and enemy wizards, you'll have to keep a keen eye on the state of your castle too. While you're off and about collecting mana, other wizards can attack your castle. This icon shows the extent of damage they're inflicting, and when it starts flashing, you should make an attempt to go back to the castle ad sort out the culprits.




### 3. BALLOON STATUS

Once again, displays the health of your balloon. Other wizards can attack your balloon, but more importantly, this indicates the amount of mana you've collected. When the balloon bar reaches its limit, you must return to the castle so you can build an extension for the extra mana.

### 4. YOUR STATUS

Obviously, monitors your own health. If you're attacked by beasties, expect to see a serious depletion in your health bar.

### 5. CURRENT SPELLS

Simply indicates which spell is selected at any given moment.

However, that's not all there is to it. In addition to the various health bars which must be constantly monitored, there's also stones of knowledge to pay attention to. These basically display your intelligence level in terms of restoring the world's equilibrium. Translated into simple game-speak though, this "knowledge" basically refers to your mana levels or spell-casting abilities. Once you reach the white level indicator on each of the three knowledge sections, you've restored the equilibrium and are ready to attempt the next level. Incidentally, if your balloon bursts, all the mana it carries will be lost and your castle will despatch another balloon.

By setting the trees on fire, you may inadvertently destroy enemy creatures – at the same time picking up extra mana.






## THE MAP

In addition to the all-seeing eye, there's a larger map that can be accessed any time you like. This monitors the complete country and shows all areas which are inhabited by either people or beasts, and also reveals the whereabouts of enemy castles as well as secret stores of mana. It's necessary to refer to the map fairly often as it's quite easy to become disoriented.



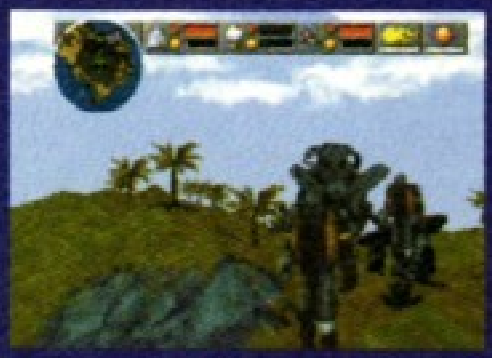




It's possible to attack enemy castles simply by blasting them with your weapons. However, you will be subjected to an attack by the archers who guard the castle, although one rid of them, picking up your opponent's mana should be easy.



This is a dead wizard. Well, I think it is anyway.



These statues set off a trap when flown into.



Watch out for the skeletons – kill immediately if possible.

## MANA FROM NIRVANA

When you blast any nasty-looking enemy to pieces, you'll notice that little golden balls spill from their freshly-slaughtered guts. One blast from your mana button will turn all the balls into silver mana ready for collection by your balloon. However, you can't collect any mana at all unless you've already built a castle to put it in. So, as soon as you have collected the castle spell, the best thing you can do is find a suitable spot for your empire. And in subsequent levels, this is the first task you should undertake (the castle spell remains with you for every level once you've discovered it initially).

Even with a castle to pout all your mana it's still not possible to collect balls until all the required mana has been discovered. The balloon can only collect a certain amount of mana and once full will have to return to the castle to drop supplies off. this means that you will also have to return to the castle and expand the castle to encompass the increasing mana supplies. Once your castle is big enough, more balloons will be provided and you'll be required to return to base less often.





## CIVILIAN SETTLEMENTS

When you're passing over each land, you'll notice that there are settlements in certain areas. The people that live in the village are basically neutral parties, although you can persuade them to be on your side by blasting them with your mana button. All of their mana will then come under your control, although you can't actually pick it up and move it back to your castle. But, it's really useful to get these villages under your control, because every time one of the inhabitants build or sell something, you could receive a mana boost. It's also useful as the population will sometimes take it upon themselves to fight for you if under attack from another wizard. However, even if you don't want the towns under your control, under no circumstances attempt to blast them away. If you try and shoot them, they will turn against you and become extremely vicious, launching attacks on you from every direction. Don't say we didn't warn you.

















## GOING TO THE ZOO...

There's an abundance of wildlife in all the Magic Carpet levels, and as you progress through the game you'll bump into more and more animals. Of course, you'll spend most of your time running away from the majority of them, as they can be extremely hard. And just so you know exactly what you're in for when they appear, here's a quick rundown of each beast and its particular speciality.

### WORMS

Worms appear in most levels and don't take much to get rid of. They can be quite dangerous when there's more than a couple,although simple blasting should do the trick.



### SKELETONS

Armies of undead skeletons parade the plains, and will attack villages to gain more members for their army. Shoot arrows at your carpet if you get too close.



### CRABS

Come in the form of eggs, baby crabs or fully grown sci-fi monsters. Throw fireballs or lightning bolts and will lay their own eggs if allowed to grow too big.



### KRAKEN

An enormous sea-monster, the Kraken appears from the depths to shoot lightning at you and can even get you in a vice-like grip if you get too close.



### BIRDS

These are *so* irritating. They can only be shot effectively at close quarters, and because they fly around so quickly, can dodge out of the way easily.



### GENIES

these crafty tricksters will steal all your mana the moment your back is turned. They won't cause any real damage but are able to teleport themselves all around the island.



### APES

Huge, lumbering animals who chuck boulders whenever you venture near them. They will also attack your castle if they think they can get away with it.



### WYVERN

Without a doubt, the most dangerous of all flying creatures. Will attack everything in its path, and is immune to some spells. Can also regenerate energy when injured.



### BEES

Another creature that rates highly on the irritation scale. Bees will chase you if you attempt to escape.



### EMU RIDERS

These birds can reach massive speeds across land and carry vicious archers who will attack at a moment's notice.



### DRAGONS

Like worms, except that they can take to the air, making them much faster and more agile than their ground-bound counterparts.



### TROLLS

Although trolls look pretty menacing, they're actually quite harmless as long as you lay the firepower on heavy.





Aah. The world is restored to its natural equilibrium. Isn't that nice? No bad stuff, just fluffy pink rabbits. Everywhere.







## HELLO MY FRIEND

When you first play Magic Carpet, it may seem as though collecting mana and blasting wormy things is all very good fun. And not too difficult either. But hold on there gun-crazy fool, things aren't quite that easy. After the first couple of levels, you may notice the presence of other wizards. At first, you may think it polite to try an make friends with these bastions of magickery, but fear not, they will soon become annoying beyond belief. Spend an absolute age killing four or five worms and witness them swooping in to collect all your hard earned mana! Even if you try to blast them out of the area, they will only return a minute or to later to pillage your stores once again. In fact, the only way to be sure that they won't nick your balls is to guard them until your balloon turns up to collect them. And even then they will still hang around – they will even blast mana that the balloon is collecting in an attempt to prevent you collecting more energy! So, the trick is *don't leave them alone for a minute.* Of course, if this proves impossible, you could always follow your enemy around, let him do all the hard work, then steal *his* mana at the appropriate moment!

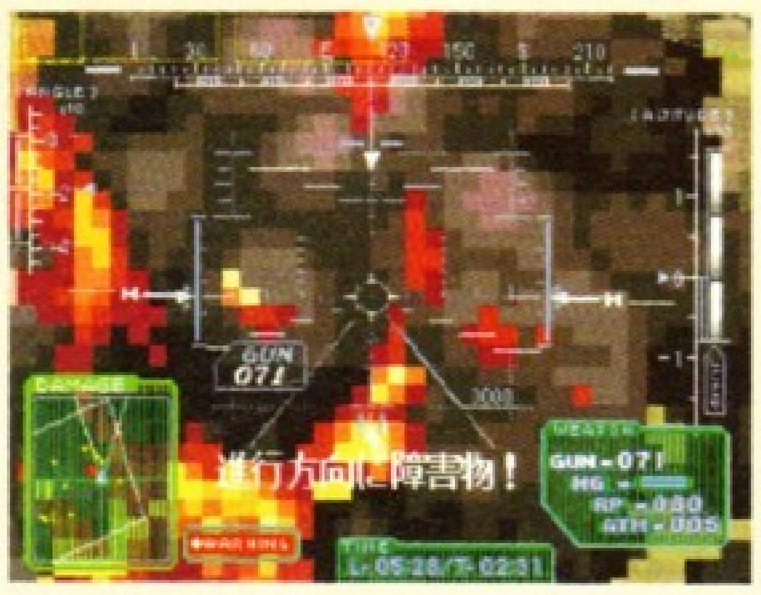
## SEEK AND DESTROY

So, you've got the hang of the carpet and have even completed a few levels with ease, seeing off a couple of wizards with no problem at all. Well, why not try your hand at something a little more complex? Why not nip over to your enemy's castle and blast it to pieces! Sounds like fun? Of course it does – this is probably one of the most satisfying areas of the game. First, sneak up to the walls of the castle, then swoop in, blasting the castle's defenders with a burst from your machine gun. Then, when they've all disappeared, carry on blasting until the castle spills out its mana. You'll then see a rather forlorn wizard appear from the mist, who will make a final effort to see you off. It doesn't take much firepower to make him disappear though, and you'll be satisfied in the knowledge that he'll have to build his castle up again from scratch! One word of warning though: If you're going to get into this type of strategy, expect the favour to be reciprocated when you're busy over the other side of the island!



# MECH
## Some noise



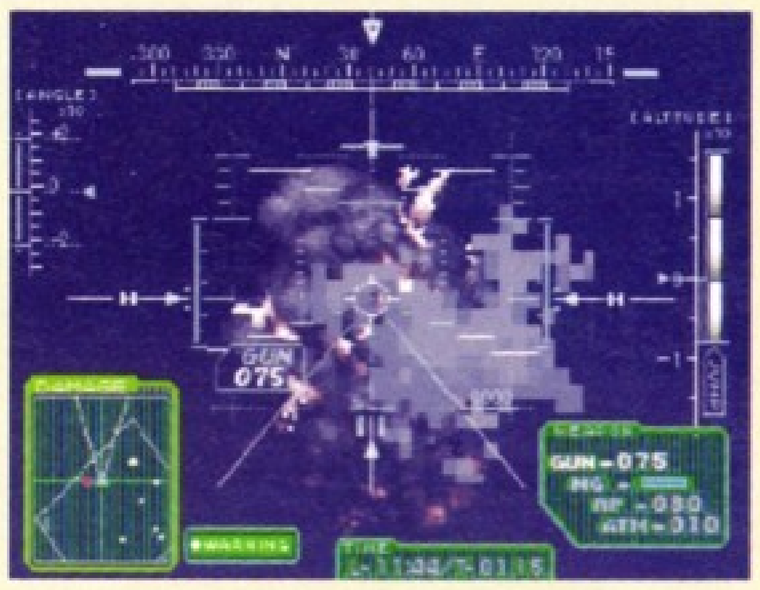




Hooray! A fine example of mass destruction at work. Good on you, son.



A foggy scene, misty and frosty. It must be Christmas. Aah.



A fiesty explosion lights up the night-time. Although a torch might be better at home.

# Much as I like robots, and let's make no mistake I *do* love robots, there are certain things that I find hard to fathom concerning their behaviour. Let's explore the lighter side of mechanical engineering...with Rad.

Wouldn't life be great if we all had giant robot battlesuits instead of clothes? You'd have a discreet slimline battlesuit for weddings, unless you were getting married, in which case you'd wear a huge wrought baroque contraption with multiple missile launchers and a big chainsaw. There'd be a power-dressing battlesuit for important work meetings, with big shoulder pads loaded with napalm incendiaries. There's be little kiddie romper battlesuits that would only be armed with weedy weapons like machine guns. Of course, everything in the world would have to be ten times bigger to accommodate us all, and we'd all have to have secret basement control centres where we'd get dressed. But it'd be a great boon to society. There'd be no more discrimination because no-one would be able to tell who's inside each suit. Low self image would be similarly eradicated (unless you had a cheap mech from Millets or something). There'd be a return to traditional values of politeness and good manners because even little old ladies would be able to blow you up. And if you equipped each war robot with pilot-sustaining intravenous life support systems it would also put an end to world hunger. The world could unite under a common flag and set about exploring the stars – made easier because we'd all be able to breathe in space thanks to our mechanical outfits.

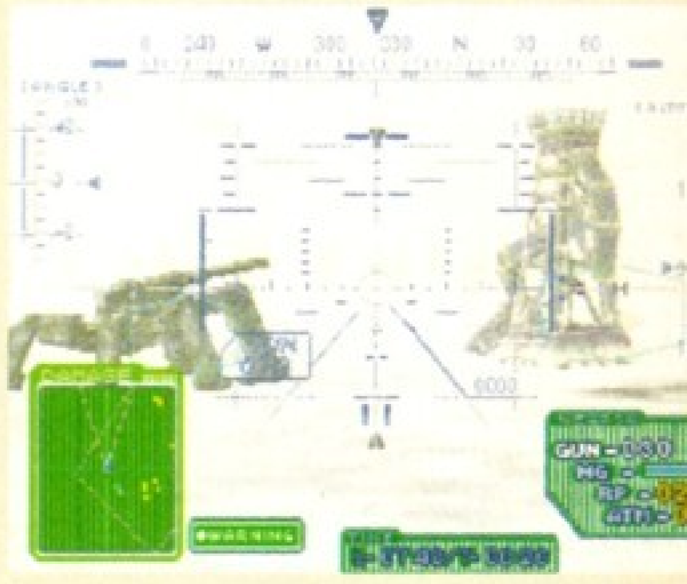
Sadly though it would seem, as usual, that the military gets to keep all the best stuff, like tanks and high explosives. Such is the reasoning behind Gungriffon. Whilst this title does give you the opportunity to see life as a mech for yourself, sadly there's no pleasant trips down to Safeway's or anything to get you into the idea of an idyllic cyber-society. No, it's all war, war, war. The idea is that, as in George Orwell's 1984, all the continents of the world have united into massive uber-states and are having a bit of a humdinger over the world's energy resources, with there being a bit of an energy crisis and all that. So what better way to settle things than to start a massive conflict with plenty of oil-guzzling tanks and 'planes and robots. Your job, as Robot 001, is to storm numerous battlefields and destroy everyone else, apart from the few members of your team who you're supposed to protect. Still, it's more fun than just politely waving at your neighbours.



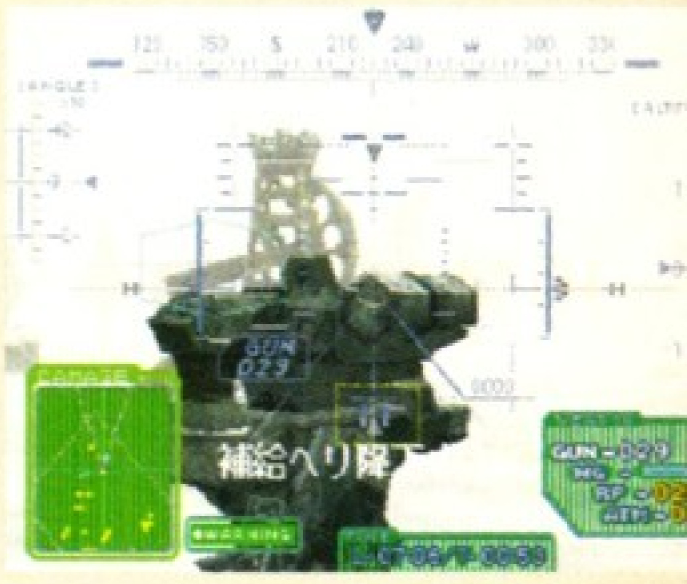


This enemy robot has been cleft right in twain by an accurate shot. Actually, it hasn't. But it has been damaged, although it's still firing.











The briefing screen.



The mission complete report.




Mission select preview.




## SUFFER AND DESTROY

Efficiency is the watchword of Gungriffon. You've more chance of exceeding your time limit or deserting the playfield in pursuit of the enemy than being destroyed. But don't let that make you think it's an easy life. Far from it, as the Exercise Mode demonstrates. This training/ranking facility presents players with a straight blasting mission loaded with hostile forces and cursed with a harsh chrono-ceiling. As usual your objective is to destroy all, but the two operations on offer – Beginner and Expert – concentrate on targeting and blasting, set as they are in simple straight (or fairly straight) strips of mission territory. Time is the most important aspect – kill all and hit the far boundary in the least time and make the high scores table. This is a good way to familiarise yourself with the controls of your mech and an equally good competitive measure twixt you and your pals. But it's not a good way of completing the game, because you can't.















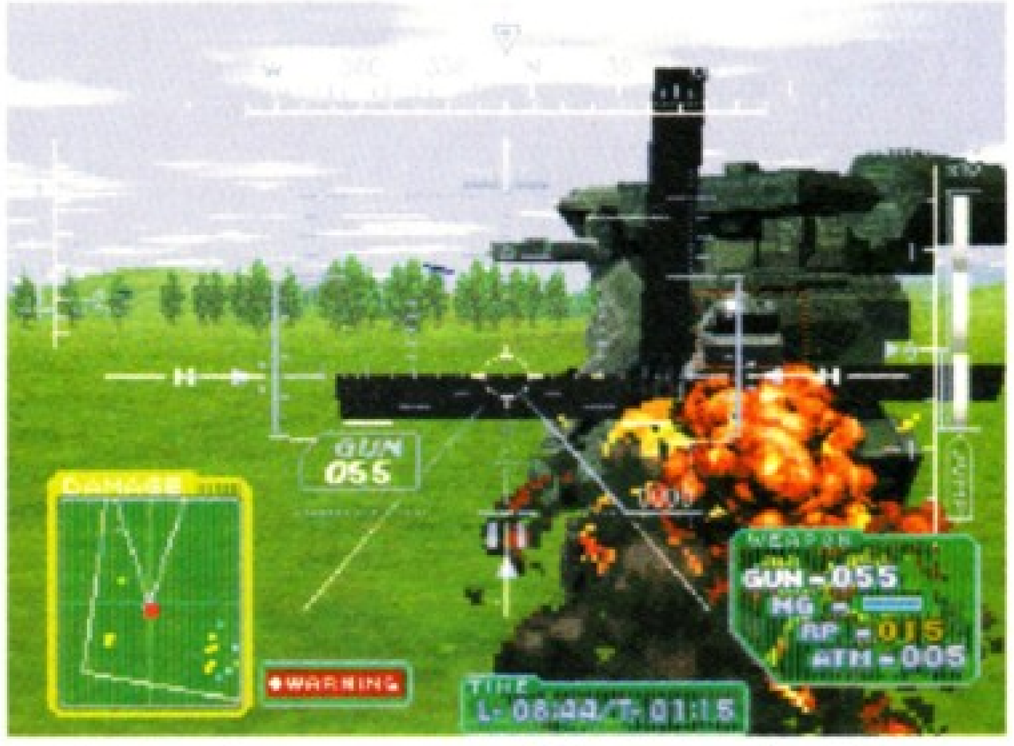




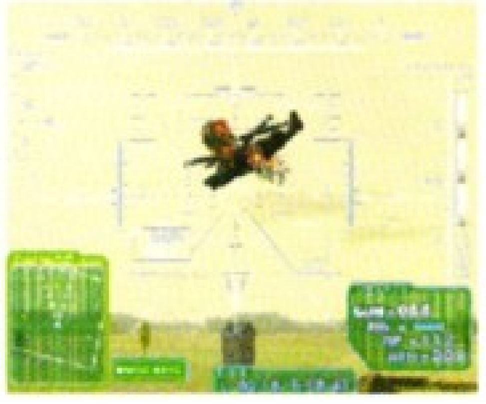










In this dramatic scene an enemy helicopter crash es into your line of fire at an opposing mech. Shouldn't have shot it, then.













## LET IT SLIDE

Of course the good thing about having a man-shaped robot is that you can make it do things that normal humans can't do. Like play the piano underwater. Or wee around corners. But your big robot can do neither of these things. It can, however, slide around without moving its legs. Alright, so breakdancers and drunken tramps can do this too, but we did say *normal* humans. Anyway, sliding is a useful thing. It allows your mech to remove itself from harsh combat situations without turning its back on the enemy. It also allows you to manoeuvre more easily through crowded environments, such as cityscapes, without trapping your bulky frame on the corners of buildings or suchlike.

I used to have a Star Wars figure that looked like one of them, except it was blue. And it made a crap clicking sound whenever you moved its little legs. I thought it was great.



That distant plume of smoke is evidence of the effective range of your guns. Or perhaps you've just run away after blowing something up. Can't tell really.








These chaps are very fast, and have many guns. They surround you and kill you much times. Only to defend is possible ideal. Escapist is unlikely. Good cracky!



## I AM ROBOT – HEAR ME ROAR!

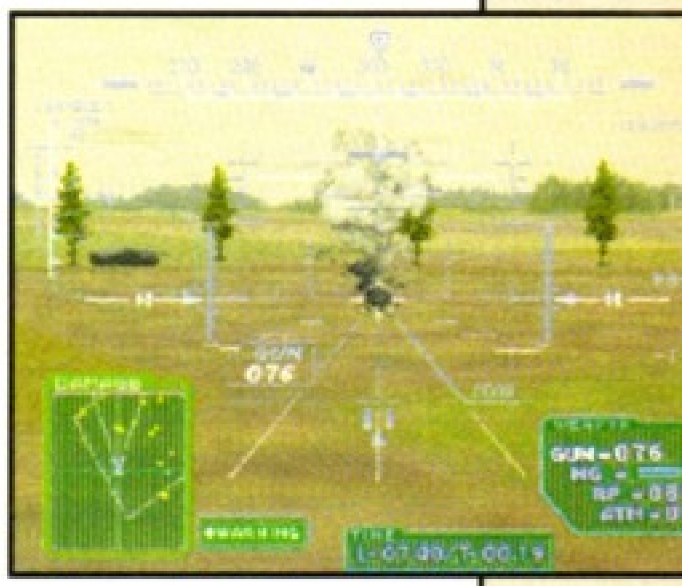
War robots are ace – they've got loads and loads of guns. And because Gungriffon is an arcade game and not a simulation, whilst there is ammunition to worry about there's usually enough to go around. And heck, if one of your weapons does run low on juice you've got another three to revert to (including a machine gun which never runs out). Indeed, so many guns clutter up the otherwise beautiful simplicity of violence we're going to take the time to tell you about all of them.

**GUN:** Your main gun, imaginatively titled Gun. It fires quite powerful rockets, one of which is usually enough to send a tank or helicopter to its doom, and a couple of which are sufficient grim reaping material for enemy robots. Whilst ammo is limited you start each mission with about eighty shots in your Gun, which does the trick quite nicely for the bulk of the stage.

**RPG:** Rocket Propelled Grenades. About six of these are used up with each firing of your rocket pods, but they're devastating in their effect. These bombs shower over the enemy, detonating when they hit the ground (or your foe) and destroying all within the burst radius. Best used against groups of tanks, or any other things that make the foolish mistake of collating themselves too close together.

**MACHINE GUN:** The trusty never-runs-out-of-bullets option. This is the least powerful of your armaments, although it's still pretty handy against other War Robot Mech Robots Walkers, buildings and other slow or non-moving things you can keep a bead on for a while. Does overheat with use, however, meaning it needs a rest every now and then.

**ATM:** Automatic Transaction Machine, or cash-point to the rest of us. Actually, that's not true. Well it *is* true, but not in this case. You'd probably not get far fighting giant war robots by chucking cash machines at them. These ATMs are Anti Tank Missiles. You only get a few of these, because they're the most powerful weapons in the game. And strangely they're best deployed against aircraft.













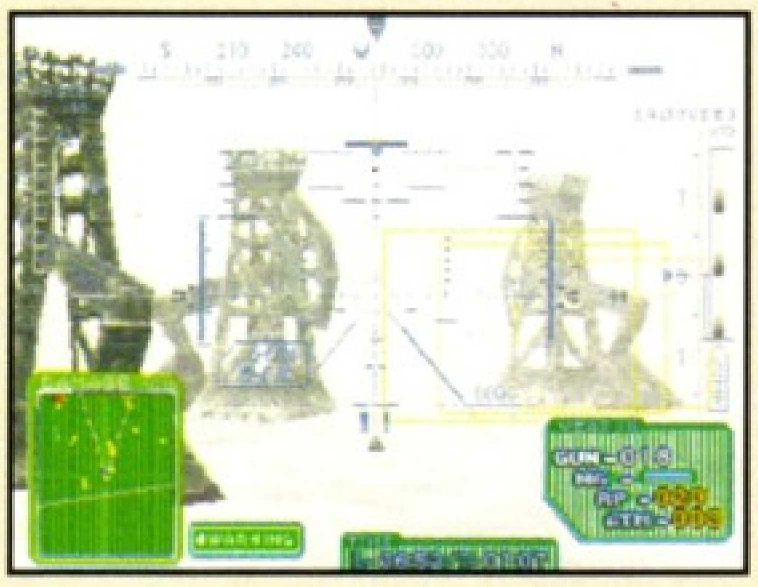









Somewhere in the text it says you're more likely to run out of time than get killed. Well that's an exaggeration. In fact you're far more likely to be blown to smithereens well before the time limit runs out. Please remember this whilst reading.



## LEAP OF STRAFE

Monsters! Heathens! They came from the skoys! That's how an eleventh century peasant might have reacted to some of the enemy forces in Gungriffon, although you might know them better as aeroplanes and helicopters. Whilst essentially flimsy in their construction – all the better to become airborne with – aircraft are a persistent and easily underestimated threat. Helicopters aren't so bad. They're slower and more likely to hang around in one spot than 'planes and don't have the same level of armament. But the low-flying airplanes are horrible, sweeping over the screen and carpet bombing your terrain, causing heavy damage. Given their erratic flight paths, their speed and the limited angle of tilt your guns are allowed aircraft are the hardest things to kill in Gungriffon, despite only withstanding a single hit before plummeting to the Earth. But thanks to modern technology you can "come from the skies" yourself. Your mech is equipped with a booster capability which allows you to jump high into the air and hover for a few seconds, thus putting you on the same plane as the 'planes. From here it's a far easier task to locate, lock-on and destroy altitudinous targets. However, jump boosts require a lot of rocket fuel, and your warcraft only carries enough for three firings of the engines – so use them wisely.







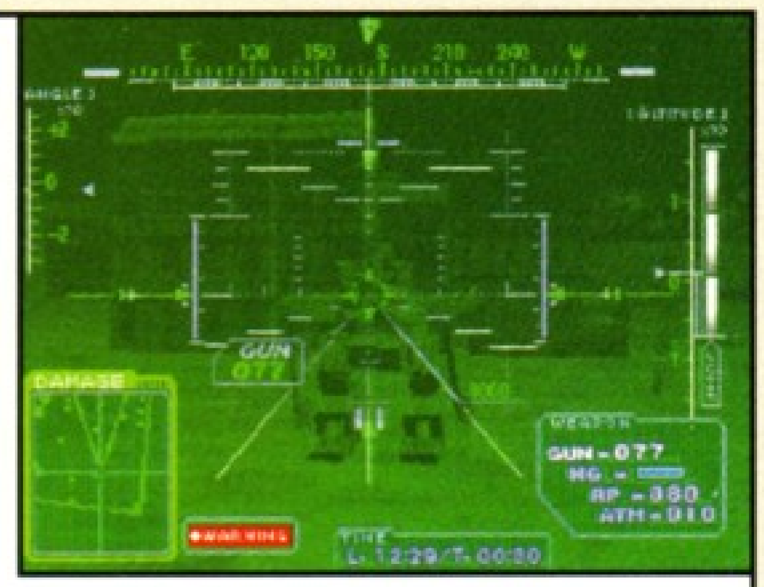












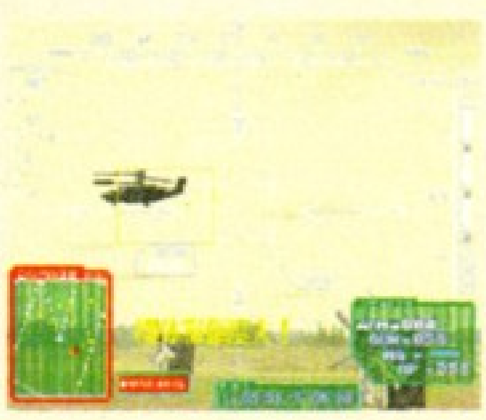






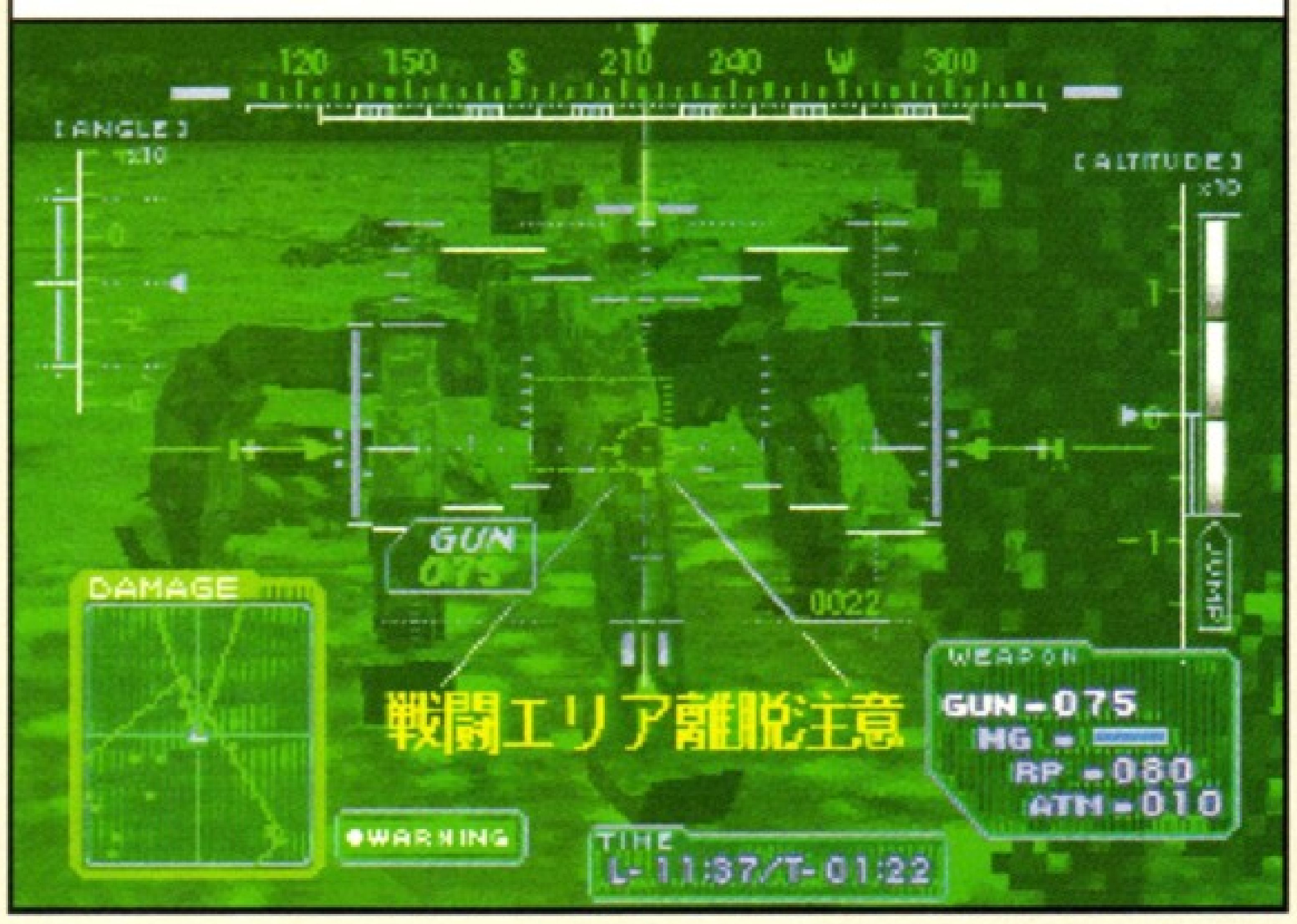
Haven't time to think whilst writing these captions, so I'll have to use Keruoacian stream-of-consciousness.



## EAT MORE CARROTS

British people like to talk about the weather, apparently. Either because it's so unpredictable and amusing or because we're speaking to a complete stranger on the bus who we never asked for a conversation but are now forced to either talk to about meteorological conditions or listen to a lengthy tale about the troubles with their life. Anyway, it's funny that despite our predilection for Weather we hardly notice it's not there in our games. But that's not so with Gungriffon. Oh no. Before each mission you're given a swift status report on the conditions outside. Not so you've got something to chat to the other soldiers about in quiet moments, but because it has a real effect on the proceedings. Misty, rainy or snowy weather reduces visibility, as does night (not, strictly speaking, a Weather). So what's a poor Mech to do? Why, switch on his infra-green night sight. Whilst this lends the screen a detail-blitzing green hue it does actually allow you to see what's going on. Even better, the screen lights up in real colours whenever there's an explosion, making the whole process as confusing as it would be in real life. Ace.









See how the pause screen briefs in such a good-gone way, daddio. It was the neatest thing me and Sal had ever paused for.




Detroit, Motor City – the gonnest goddam gone robots outside of New Orleans.

## TIMMY THE TURRET



We all know what turrets are. They're them things you find at the tops of castles. Slyly borrowing a design element from early feudal architecture, Gungriffon features turrets too. But, updating defensive mechanisms along with building materials, these turrets don't have arrow slits, they have big guns. The same guns detailed in depth elsewhere in this Showcase. And also unlike stone turrets these ones can move around. In fact, that's their very purpose. Pressing the correct button in conjunction with left or right on the D-pad swings your turret (ie that part of your robot above the waist) in the desired direction. Releasing either button or direction re-centres the turret automatically. This means you can run past enemy forces to the side of you whilst still shooting them, blast past the corners of buildings whilst sheltering, easily waste evil forces surrounding you and run into lamp posts whilst showing off and not looking where you're going.



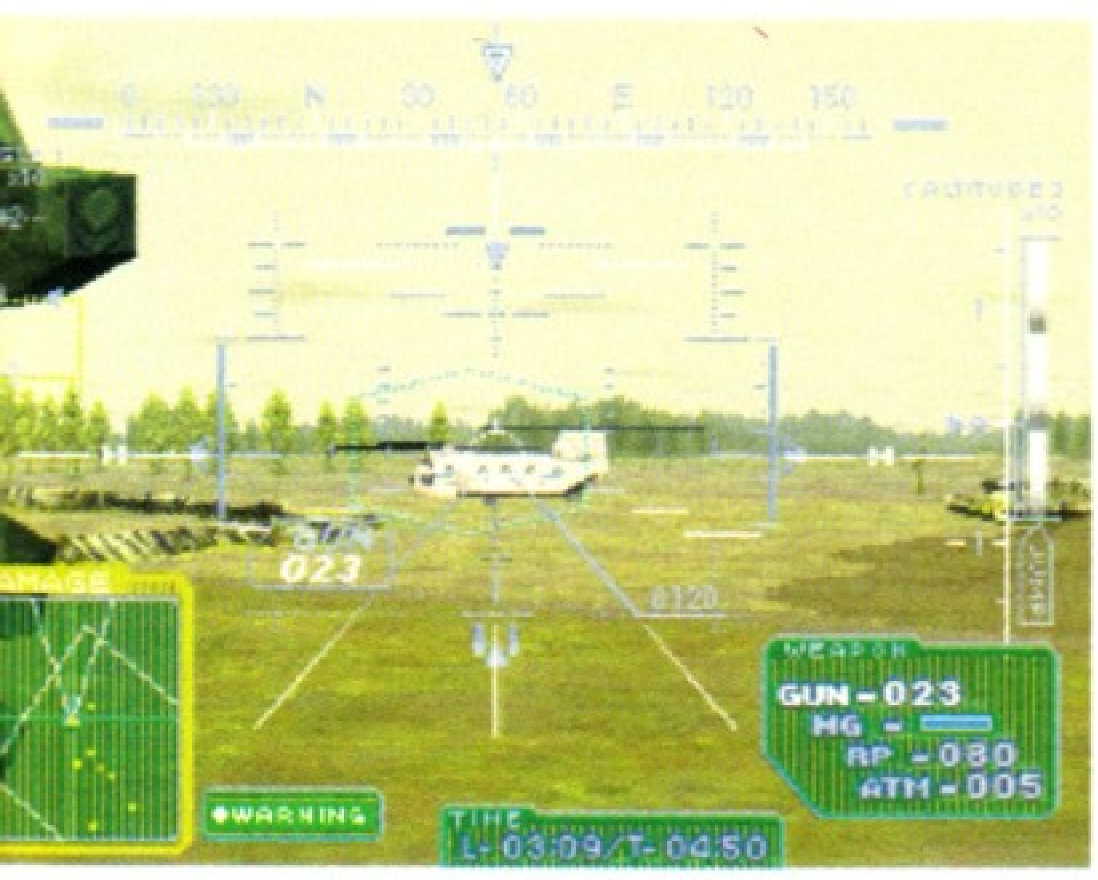
When night came we looked through the town for a place to lie down. We decided on the floor. Not the ceiling.



A tank rolled over us. It was wild. When I told Herb about it, he nearly peed in his daiquiri. We ate a sandwich and talked. It was cool.











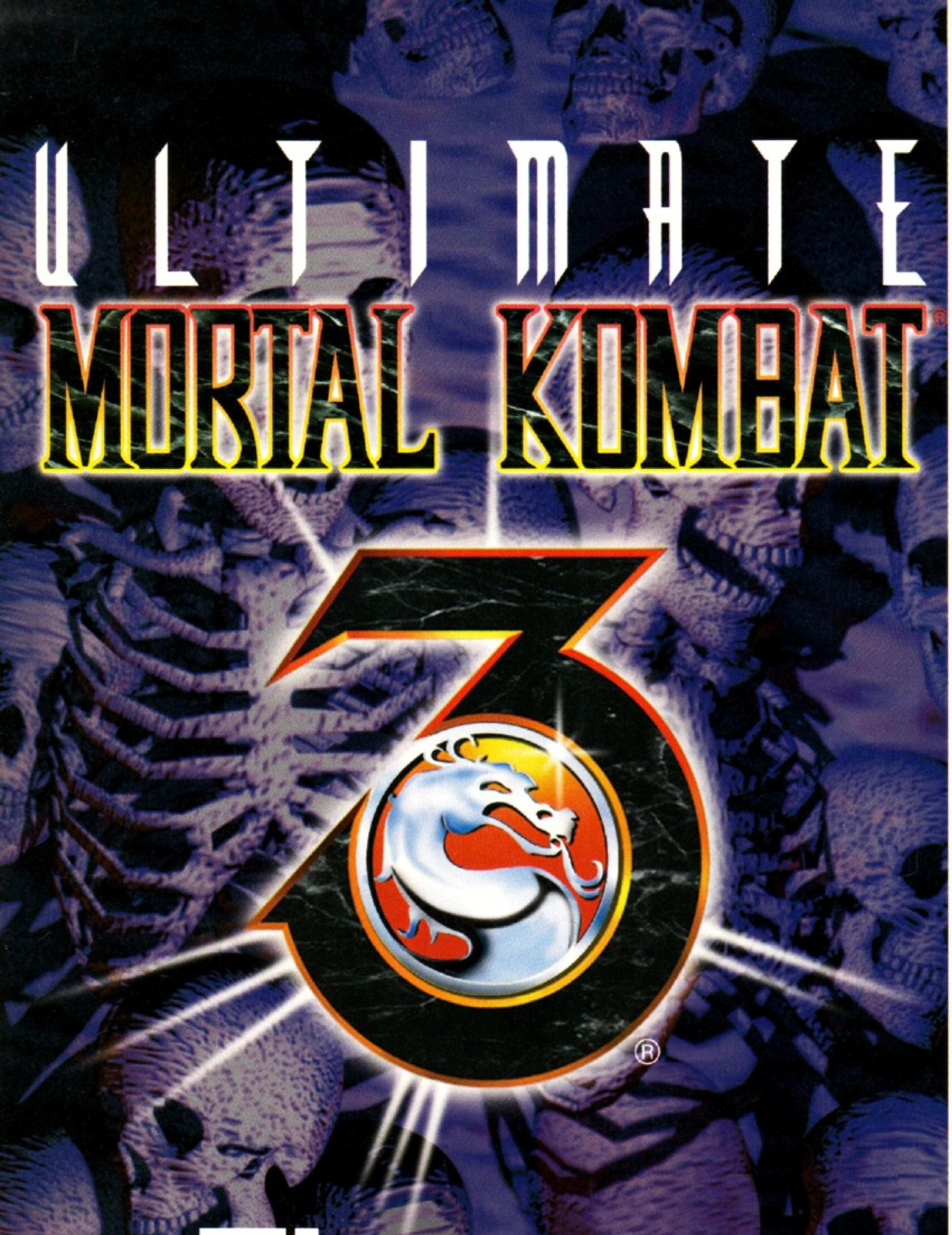





## GO SPEED RACER

Other than for the ace cyber aesthetics, there's no reason to build war robots in the shape of human beings. Otherwise someone would have by now and all tanks would look like a fearsome Barbara Cartland to scare the opposition. But that's where we're wrong, so forget we said all of that. Human beings are known for their adaptability, with our strange primate-derived bodies being surprisingly mobile over almost any variety of terrain. So, as you might expect, human being-shaped tanks have manoeuvrability as a strong point. Especially your one. Not only can it bestride lumpy ground like one of them colossuses, it's also kitted out with a handy turbo mode, which folds it into a more aerodynamic shape, brings out wheels instead of cyber-feet and puts the pedal to the gas in no uncertain terms. You can even drive backwards at this speed (or walk backwards if you want). Pressing accelerate once commences walking and twice initiates turbo. Decelerating once or twice past standing still has the same effect in reverse.





# ULTIMATE MORTAL KOMBAT 3

# The story kontinues...

**Mortal Kombat has a fanatical following. Players love the digitised graphics, zany sense of humour and mutilation galore that only this series can provide, and if ever there was a good excuse for them to poop their pants with excitement, it's now. ED LOMAS straightens up his Mortal Kombat fan club badge and prepares for the ultimate conversion...**

**Though the home conversions of the ultra-popular Mortal Kombat games have been pretty excellent, there hasn't yet been one which captures the true atmosphere of playing the game in the arcade. One of the best reasons for pumping a few coppers into the cabinet is to get the adrenaline rush from the BIG graphics, the booming speech, the comical screams and the non-stop over-the-top bang-bang-bang action. The home 16-bit versions featured all of the moves, characters and features, but unfortunately all missed out on these bonuses, meaning that the only way to get a real arcade Mortal Kombat fix was to go to a real arcade. Not any more...**

Thanks to the extra power of the Saturn, this version of Ultimate Mortal Kombat 3 not only contains all of the features from the arcade, it manages to capture the unique atmosphere of the arcade original. Mortal Kombat hasn't just been standing around the back streets all these years, popping out every now and then to keep the fans happy, it's been hard at work becoming one of the best beat 'em ups around, and this showcase aims to show you what it's been up to since the distinctly sub-standard PlayStation version.









## KILLER KOMBATANTS

The series has gradually expanded on the original seven playable characters to become twelve, then fifteen, and now an amazing twenty-two in this latest version! A bit of basic mathematics means that there are seven new characters to get your head around, and these are they;

## JADE

First sighted in Mortal Kombat 2, though this is the first time she's been playable. Jade carries a Bo staff and throwing blades, and possesses the unique ability to become invincible to projectile attacks. Another useful move is her Johnny Cage Shadow Kick variant, which can easily be tagged onto other moves for an easy combo. Her staff features heavily in her fatalities, as Jade either impales her victim on it, or sticks them on the end and shakes them to pieces! She can also use her magnificent staff as a pogo stick when she's feeling friendly, or transform herself into a kitten and spin around her opponent until they explode!

Tournament Prospects: Jade's variety of projectile attacks makes her a difficult character to get near, and her invincibility can make it tricky to keep her away. She has got some devastating combo attacks, and they can be made worse by becoming invincible, running in close and performing a 7-hit before your opponent can work out what's going on - as you'll find out if you ever play against a computer-controlled Jade!



One of Jade's variety of blade throws.



This smoking kick is just like Johnny Cage's.


For this fatality, Jade sticks her staff in her opponent's stomach and shakes them to death.



Jade also uses her staff for this fatality, by uppercutting her opponent onto it.

## REPTILE



He jumped from being hidden in MK 1 to being playable in number 2, only to disappear for MK3. Guess what? He's back again in Ultimate, only this time he's got more moves than ever. His Suction Globe can now be launched quickly or slowly, and he's got a great new dashing elbow attack, where he trots past his opponent and smacks them in the back, sending them flying. On the fatality side, Reptile can either eat his opponent slice by slice, or yak up acid on them, melting their skin away. One of the funniest moves in the game, however, is Reptile's Animality, where he morphs into a monkey and scuttles off after his terrified opponent! Surreal!

Tournament Prospects: Reptile's strength is his ability to juggle opponents, hitting them many times before they touch the ground. Another bonus is his Invisibility, which is totally useless against the computer, but a good wind up.

Reptile can turn into a monkey. Dave loves it.



Reptile's new elbow move is funny, but cack.




## KITANA

Kitana is more like her Mortal Kombat 2 character than any of the others, with no new special attacks to speak of. Her main weapons are still the good old razor-edged fans, which are used as projectiles, as well as good head-chopping blades. Kitana can still kiss like no-one else, though this time her unfortunate victims don't get fatter before exploding, they get taller! Hidden in her skin-tight costume is a bottle of bubble liquid, as can be seen in her Friendship; while her Animality sees a tiny white rabbit maul her opponent to death - just like in that Monty Python film (you know the one).

Tournament Prospects: Kitana's lack of enhancements doesn't make her as exciting to play as some of the other characters, though her excellent corner juggle combos still work - and they can do loads of damage. Precise timing is needed to activate them, but the practice is worth it as a few good combos can be enough to win.


Kitana's fan fatality is the same as before.



The fans are particularly useful in mid-air.







## SCORPION



It was obvious that one of the most popular characters would make it back into the series after missing MK3, and back he is. Scorpion's moves are pretty much the same as in MK2, only he's lost the ridiculous Leg Takedown move that no-one ever used. That trusty harpoon is just as useful as ever, and it's the perfect thing for setting up combos.

Scorpion's hidden weapons are his axes which are used at close quarters, mainly in combinations. The boring old Flame Breath fatality is about the same as it was, but his new fatality is excellent. Scorpion raises his arms, calling upon a load of undead clones who come out of the ground and kick his >>

>> opponent to bits under the cover of darkness. What creature would you expect Scorpion to turn into for an Animality? A penguin which lays exploding eggs, of course!

Tournament Prospects: Anyone can play as Scorpion because his special moves are so simple, yet effective. Even though his strengths make him good for beginners, this doesn't stop him from being a useful character. The Teleport Punch, for example, can be tagged onto the end of an aerial attack or can be used to escape from the corner.



Once you've got a foe by the throat, whip out your axes and get them with a big combo.



When you win, call upon your mates from hell to help kick the socks off your opponent.

## MORE TO KOME...

When you first play UMK3 on the Saturn, there will only be four extra characters, as well as a playable Smoke - the others have to be accessed from the Ultimate Kombat Kode screen. This appears after the Game Over message and enables players to enter one of three hidden "kodes" to access one of three hidden characters. Before you arcade freaks get all excited, the kodes are different as there are now only six symbol boxes as opposed to the arcade's ten. Happy hunting!

### MILEENA

The MK2 female clone returns, and she's pretty much identical to last time. Her best new finishing move is where she eats a pot of nails, then spits them across the screen into her opponent!


Mileena can turn into a skunk and choke her opponent to death with her toxic fumes.


She can also eat a pot of nails and spit them across the room. Don't try it at home, kids.

### ERMAC

Rumours of Ermac have been around since error messages appeared in the first MK game, but at last he's real! His lifting move is perfect for setting up juggle combos, and he's one character to be very worried about.



This fireball makes a really loud banging noise. So get those ear muffs on people! It's also nice and big, meaning it's easy to hit enemies.


Ermac's so hard that he just needs to wave and people explode in fear! It plays havoc with his goodbyes you know.

### OLD SUB ZERO

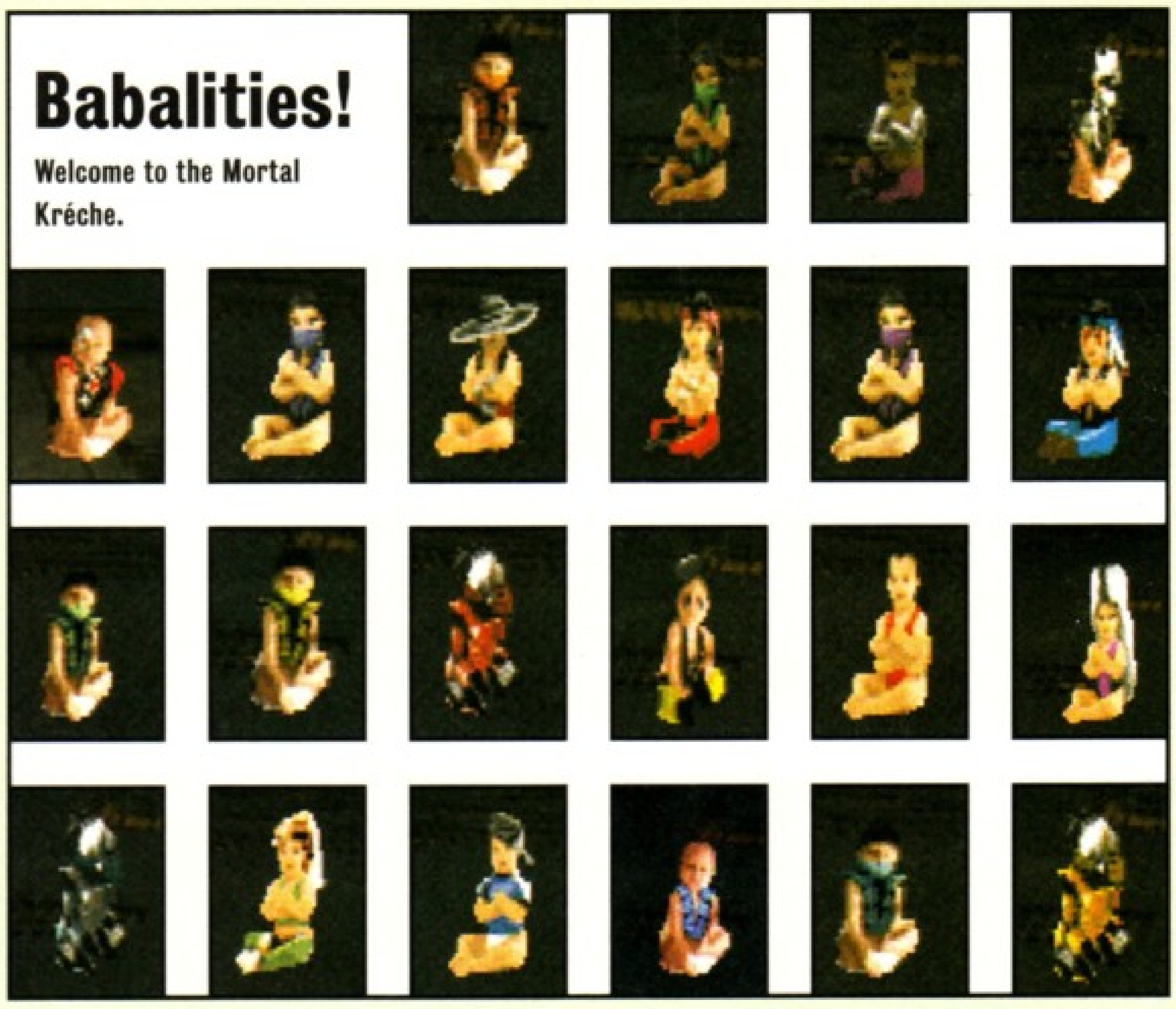
Fed up of playing MK3's non-ninja Sub Zero? Find this old version of him and you can play exactly as you did in MK2. Yep, even the excellent floor freezing move.



Everyone's favorite Sub Zero move from MK2 is available again – the floor freeze.

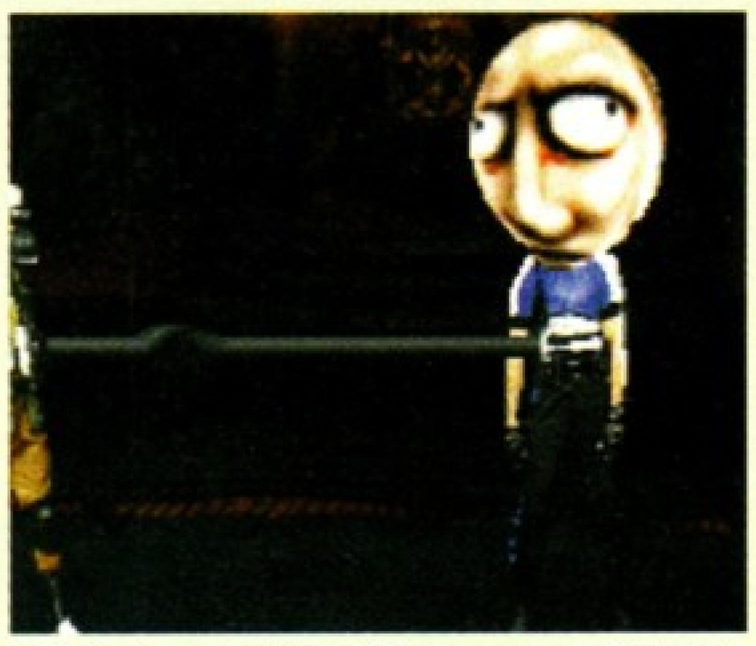


Did you know that Old Sub Zero is the new Sub Zero's dad? It's true!






There's a story screen for each new charcater.


Kabal's best fatality inflates someone's head.


Some of the friendships are just plain weird. Here, Kano blows a bubble for his victim, and then it pops in his face. Hmmmm.



The excellent 4 player team battle can be played just as well with only 2 players – each player has two characters.

# OF KOURSE THERE'S...

As well as the seven new characters, the original MK3 fighters are in there, including Smoke who is now playable.

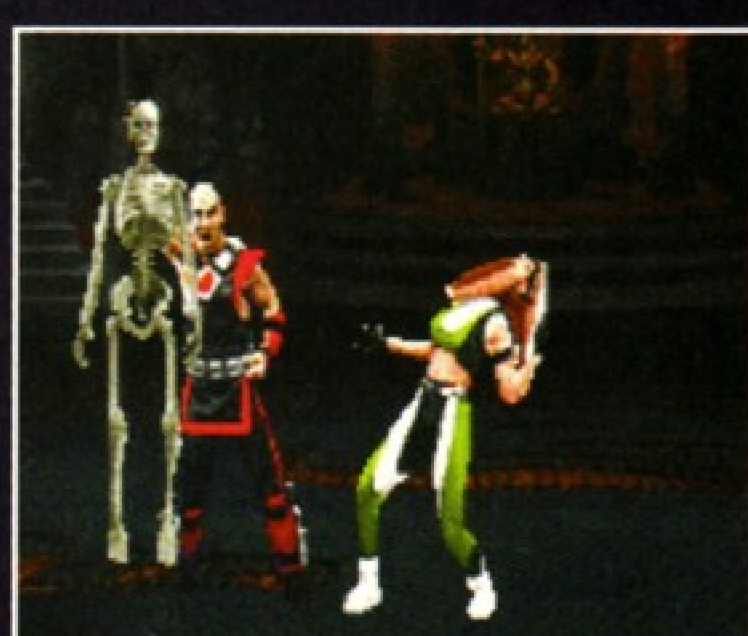

Jax's blade arms hack people to bits.


Jax can also do a Monty Python impression.



Kung Lao spins around and sucks opponents into him from anywhere on the screen. When they hit him, they are instantly liquidised.


Kano's eye piece doubles as a laser beam.


Kano can also remove an entire skeleton.


Liu Kang can still become a dragon.


Liu Kang can also turn to flame to kill people.


Sub Zero shows enemies the spice of ice by freezing and then snapping them.


Stryker makes some effective use high explosives when he wins.


Cyrax does that funny dance that makes it look like your legs are crossing over.



Sheeva just pounds an opponent into the floor.


Nightwolf focuses the moon's beams.




Sindel's animality sees her become a wasp to kill her opponent.


Sektor shows how hard he is by ringing the bell with the mallet.


Shang Tsung turns enemies into green goo.


Sindel can scream people's skin off.


Sonya's got two kiss-related fatalities.



Smoke turns into a bull for his Animality and immediately sees red!

## KONTENDERS READY?

What's the most annoying thing about one-on-one beat 'em ups? It's the way that you always have to play "winner stays on" when there are more than two people about, which often leads to fights when one player decides "I wasn't playing properly that round, let me have one more go." UMK3 saves the world from squabbling gamesplayers by including four-player and eight-player modes.

## 4 PLAYER 2 ON 2 KOMBAT

There are two teams of two characters each. Four characters are selected and the fight begins. Characters 1 and 2 fight until one dies, then the second in that team takes over. It's not hard to understand, and it can also be played with just two players, meaning that you can pick two characters each.

## 8 PLAYER TOURNAMENT KOMBAT

Eight players each pick a character. People fight and the winner moves into the next round. The last one left wins the tournament. Easy. It's great fun if you've got seven friends and is an excellent way to prove that you're better than everyone in one go.



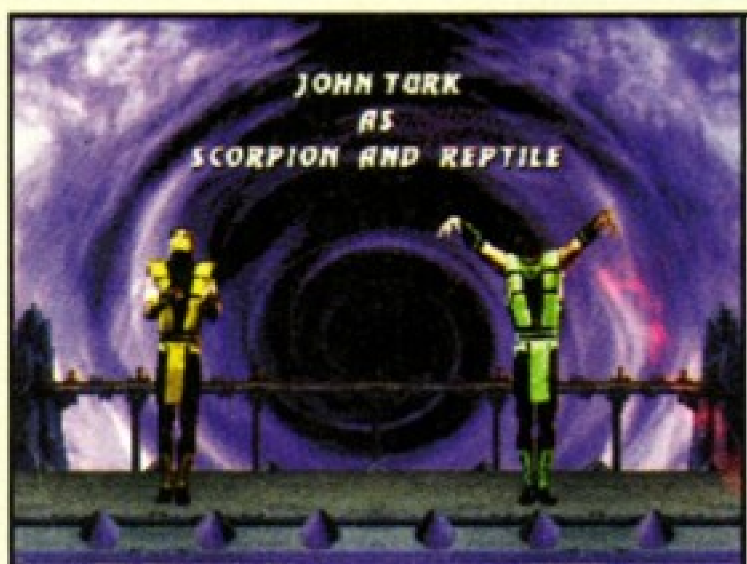
















When you complete the game, these screens show the actors who were brave enough to get dressed up and pose in front of a blue screen. They're very hard indeed.







## KOMBAT KOMPLETE!

Another of the new Ultimate bonuses is this screen, which appears when the game is completed. It gives tournament champions the chance to pick a reward from one of twelve of Shao Kahn's treasures, meaning that there are more reasons to finish the game than just to find out what happens to each character. Prizes vary from battles against hidden characters to a demo of all the finishing moves!




## UNHEALTHY KOMPETITION

One of the features of the first Mortal Kombat tournament was that fighters were required to take on two fighters in one round, something that was left out of the next two games. These have returned in the Ultimate tournament, only they are now harder than ever, with Master level players being required to tackle *three* fighters on a single energy bar!






There's a second "Master" destiny in Ultimate.




This screen shows who has to be beaten next.




## KRUSH THEM!

To balance the whole game out a bit more, extra moves have been added to some of the original characters, and a few moves have been altered slightly. Stryker can use his machine gun to attack, Kano can roll vertically and Shang Tsung can morph into the new characters. As well as this, Smoke's teleport punch now throws enemies higher in the air than before, leaving more time to initiate juggle combinations.

## KRASH! KRACK! KERRANG!

One of the best things about Saturn Mortal Kombat 3 that it wasn't possible to do with the 16-bit versions is the arcade perfect sound. To make sure that Shao Kahn's excellent speech isn't fuzzy or bad quality, the phrases spoken between rounds (Scorpion wins, fatality, etc.) are on the actual CD and are accessed seamlessly to give the same excellent sound as in the arcade. During fights, the arcade music is played from the CD and the crisp sound effects are handled by the Saturn's sound chip, though they are of such high quality that it's hard to spot the difference.

## KOOL KOMBINATIONS

The combos (combination attacks) in Mortal Kombat 3 were a massive step up from those in MK2, as they enabled players to string together loads of hits into a quick sequence, upon which a counter and damage reading would appear to confirm that a combo was performed. The system stays the same for UMK3, only many of the existing combos have been "tweaked" to even the score out a bit. For example, one of Kabal's combos was so popular and so easy to perform that it has had its damage rating reduced drastically to discourage players from using it. Extra hits can also be gained by starting the combos with air attacks, something not seen before in an MK game.
















Noob Saibot and Old Smoke appear in the intro.













When fighting in Hell, uppercut your opponent through the roof to get to Shao Kahn's throne room. There may not be much point to it – but it sure is fun!

## KOMBAT KLIMATES

UMK3 doesn't just bring back old characters from the dead, it introduces a few new backgrounds to go with them. Fight along the river banks, in the desert, in front of Shao Kahn's throne, along a thin ledge overlooking a swirling blue portal, or even in Hell itself. Hell is one of the best stages, partly because it's one of the interactive backgrounds - you can knock an opponent into the lava in the distance. If you don't fancy fighting in Hell, simply uppercut your opponent into Shao Kahn's throne cave above and continue the fight there!




Looks good, huh? Sounds good, huh? Excited, huh? Contain yourself for one more month and you'll be able to find out what we really think in next issue's SEGA SATURN MAGAZINE review.



# Where were you when we were getting Zwei?



**SOME DAY YOU WILL FIND ME CAUGHT BENEATH THE LANDSLIDE, IN A CHAMPAGNE SUPERNOVA PLAYING ZWEI. PANZER DRAGOON ZWEI THAT IS, THE STUNNING SHOOT 'EM UP SEQUEL TO THE STUNNING ORIGINAL. WITH ALMOST ALL OF THE EPISODES IN THE GAME NOW COMPLETE, ROB BRIGHT ASKS 'WHAT'S THE STORY?'**



Expect the kind of graphics that make you swoon in Panzer Dragoon Zwei. Huge panoramic landscapes! Ahhh!

Even though everything flying around on the screen wants to kill you, you can't help standing back now and then simply to admire it all.

**For me, the essence of an image lies in the relationship between colour and light. The eye is a great deceiver, but only by walking into and through our deceptions do we discover a quantifiable truth. Likewise, only by registering the intangible contours of space between the subject and object are we capable of evaluating the meaning in matter. Take this latest piece, Panzer Dragoon Zwei. You'll recognise of course that it has borrowed heavily from the romantic style, its use of broad structures, of organic exaggeration to the point of myth. You'll no doubt also be able to locate the influence of neoclassicism in some of the more disciplined and uncompromising pixel formations. But that is by the by. For me, the unique and utterly new element in this radical work is its fluidity. One can actually feel its movement...**

Hi! My name's Harvey Carrington. I'm an art critic. Or, to be more specific, games art critic. You may have seen a few of the exhibitions I've had to privilege of being curator of. There was 'Evolution in Polygons', a study involving the revolutionary artists behind the likes of VF2 and Sega Rally. For them, passion meant perspective, and I can only admire their dedication to the wire frame techniques established primarily by post-deconstructionist vortecism. Another exhibition I arranged was 'Journeys into Dissolution' where the minimalist ethos mingled with the flavour of 90's ennui to create in intriguing range of artistic cadences. One of these was the masterpiece, 'Johnny Bazookatone', a radical attack on the predictability of the psyche, using post-ironic tension to draw the observer into that very predictability and drown him in the malaise of the mediocre. Quite, quite marvellous!



But back to Panzer Dragoon 2, or 'Zwei' as it's known (a word pointing to the influences of late 18th century German rationalism no doubt). We've already seen much of this sequel to the great shoot 'em up in previous issues of this illustrious publication. You presumably know for example that your dragon evolves as you play, its wings growing as it masters the miracle of >>





Plenty of huge lovely bosses coming your way.









>> flight. You are also probably aware of the fact that Panzer Dragoon Zwei is programmed to respond to a players abilities, providing those more incapable of defending themselves with better armoury, and those more proficient in their attacks with better weapons. A true mark of the all-encompassing spirit of this work I'm sure you'll agree. What you haven't seen yet however is a detailed study of each of its stages, or 'Episodes' as they have been labelled, suggesting perhaps the finite reality of experience. Well, one of these games chappies is apparently going to take you through each episode, pointing out the interesting, the exhilarating, and those areas where the artist is still at labour. I would do it myself but I'm giving a lecture at Trinity college under the title 'Option screens: Palette of the Apprentice or the Expressionist's disguise?'. Anyway, must dash. Lotty's waiting for me in the sports.

## DESCRIBE IN YOUR OWN WORDS

**As the sound of an MG engine, chiming champagne glasses and guffawing fade into the distance, it's left to me, the humble game's writer, to try and describe the surreal stages in Panzer Dragoon 2:**

### EPISODE 1



This looks like a kind of post-apocalyptic wasteland, what with its knackered old fences and fading fires. This stage is still incomplete and as a result shorter than the other stages (except Episode 5) at present. Nevertheless, expect to see a huge boulder rolling towards you at speed in much the same fashion as Raiders of the Lost Ark, the only difference being that this boulder is significantly bigger. Providing you make a quick getaway, hunched two-legged droids dotted about the place should begin to attract your attention. They won't attack, but get too close and they'll swing out at you. Background items of interest include odd mediaeval windmills which look like some primitive energy saving device and crates which make satisfying explosions when you shoot them. At the end of the stage, you'll wonder past a HUGE monolithic figure which tries to stamp you out under one of its giant paws. And that's basically it for this, as yet, unfinished stage.



**BOSS 1:** Episode 1 is still awaiting its boss.

### EPISODE 2



Episode 2 starts with your dragon nonchalantly trotting through what looks like a deserted canyon. Your radar will quickly tell you of something approaching from behind though. Turn around and the ground behind is rumbling! Suddenly, out burst three enemies that vaguely resemble giant scorpions. Colourful Arabian tents appear out of the distance. Destroy these and other dragon riders appear. They aren't buddies of yours so shoot them. Before you know it there are ships making low flying attacks, swooping through the valleys and over the mountain ridge. Like all of the stages, you reach a point where a choice of routes are offered. Go one way and you find yourself caught in air combat with whole squadrons full of what resemble huge floating galleon ships and smaller fighters, go the other way and you have to contend with a ground assault, ending in a huge cannon fortress that blocks your path.

**BOSS 2:** Looking like some kind of floating junk ship, the second boss hides lots of cannons within its shell which fire at you from a variety of angles. It also changes shape by sliding parts of its structure over one another. As you blast away it gradually loses some of its bulk, but watch out because falling debris often comes rolling towards you and your dragon. When you've got this boss on the defensive it starts to unload huge hexagonal containers which flatten you unless you blow them up. A bit more concerted blasting and it's history!



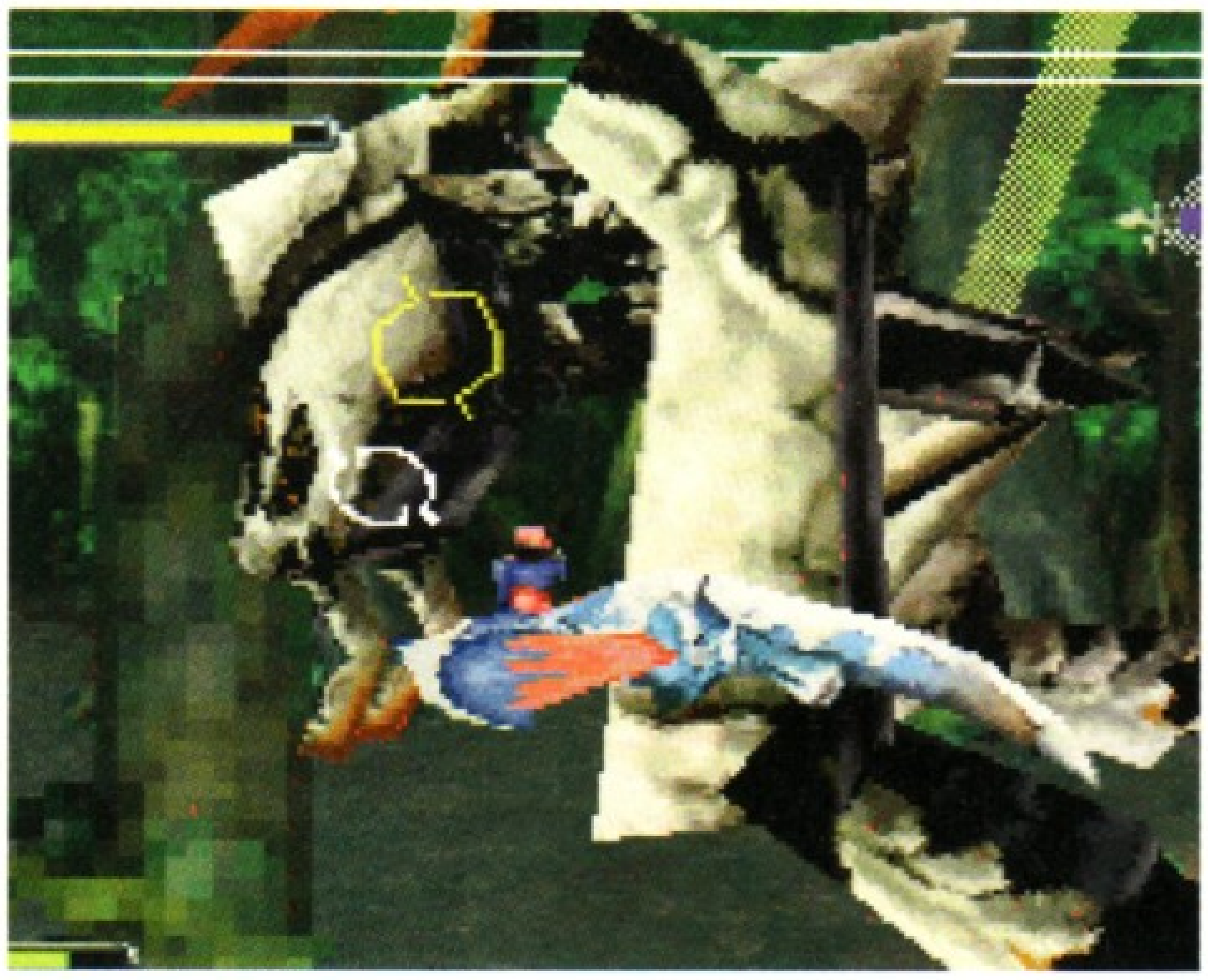












## EPISODE 3

From the desert scenes of Episode 2, we move to the lush greens of an idyllic forest, the sunlight creeping through the thick canopy to form pillars of light. It looks a bit like Centre Parks, apart from the fact that even if the weather isn't going to spoil things, the multitude of enemies out for you death will. First among them are the small fighter planes again. Resembling small whales, they attack from the flanks firing missiles if you let them live too long. Floating vehicles carrying cannons also appear and fire immediately forcing you to either dodge the projectiles or destroy them. Depending on the route you choose, you'll have to face either giant catapillars that burrow under the ground then burst out weaving all about you, or floating ships that hover above you releasing three-pronged missiles.

**BOSS 3:** This looks a bit like something out of Aliens, what with its oblong head and the manner in which it crouches on its hind legs. It's very fast and agile jumping behind, in front and either side at cunning speed. It lashes out with its claws in attack, but the real threat comes from the small fluttering enemies that it releases. Sometimes it will float above the trees, hiding in the canopy, but so long as you can target it, it's still vulnerable.

Bosses aside, there are still loads of equally huge sprites that go crashing through forests or swarming over the sky. In fact, every single sprite in Panzer Dragoon 2 is treated to the same loving care. The monster above is the end of level boss for Episode 3.

















The boss at the end of Episode 3. As you move through the game the enemies become progressively more cunning in their attacks. Locking on fast is essential in later stages, especially when the screen is awash with foes. It's scary stuff I tell ya.









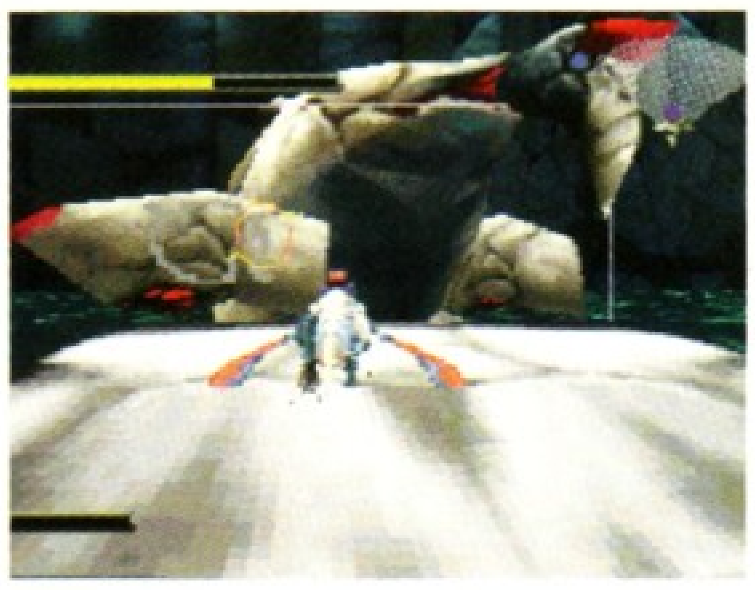
SHOWCASE



## EPISODE 4

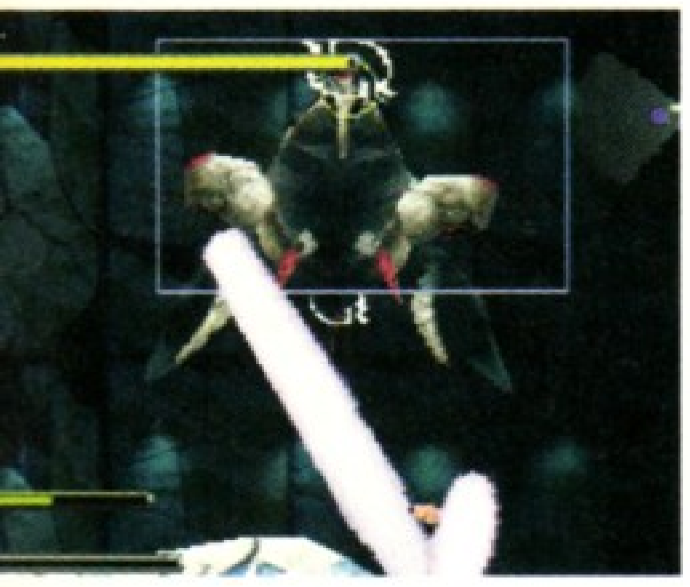
As adept as your dragon may be at flying at great altitudes or great distances, his talents of manoeuvrability are most essential in Episode 4. This is because rather than feeling the expansive earth beneath you or the darkling woods around you, you're trapped into a labyrinth of tunnels that seem to have more in common with sewage than anything else. There's a lot of water about and that's where most of the enemies emerge from. Most of them look a bit like giant metallic hazelnuts, or else monkey nuts. Make no mistake though, these surreal nuts are very quick to attack, using mint green laser beams as weapons. At the end of each tunnel is a door which opens automatically sending you through on to a different path. There are also various metal barriers that you'll want to be dodging if your dragon is to keep its wings.

**BOSS 4:** Towards the end of Episode 4 you'll find yourself walking along a rampart surrounded by water. The boss appears on the scanner but there's no sign of it. That's because the cheeky blighter is circling you under water. When it bursts out, its true immensity reveals itself. It's a huge mutant with elements of fish and a scorpion type tail. It lashes out with its tail and then ducks back into the water. Before you know it, the thing's behind you destroying the very rampart your dragon is running on. Eventually it's destroyed it all and you're forced to float above the water.





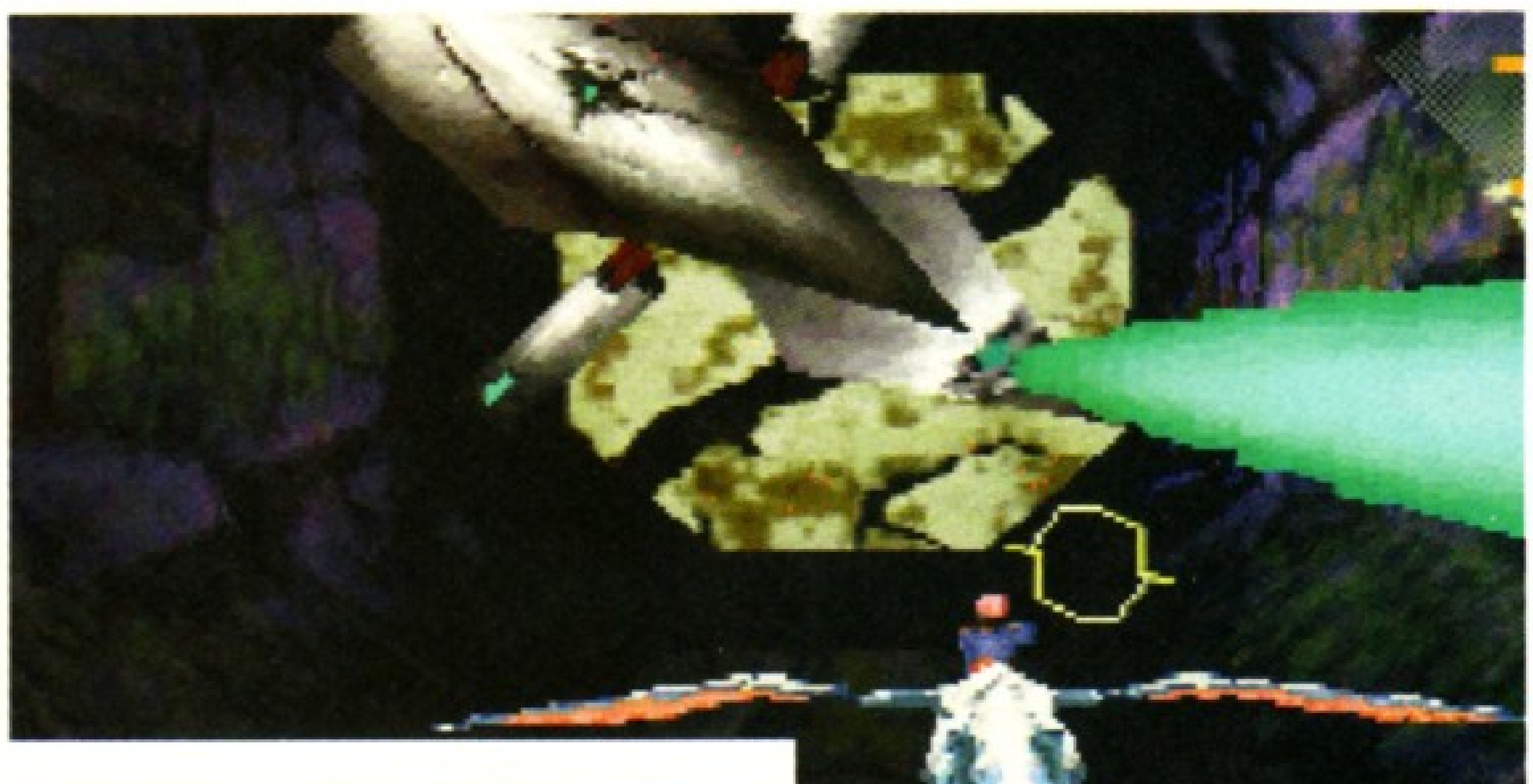




Standing in the burning sunset, our hero contemplates. He begins to compose a poem... 'Puff the magic dragon, lived by the sea'... Hmmm. Needs work.









Entering the spooky tunnel level, Episode 4. There is still some work to be done on arranging various routes through this labyrinth.

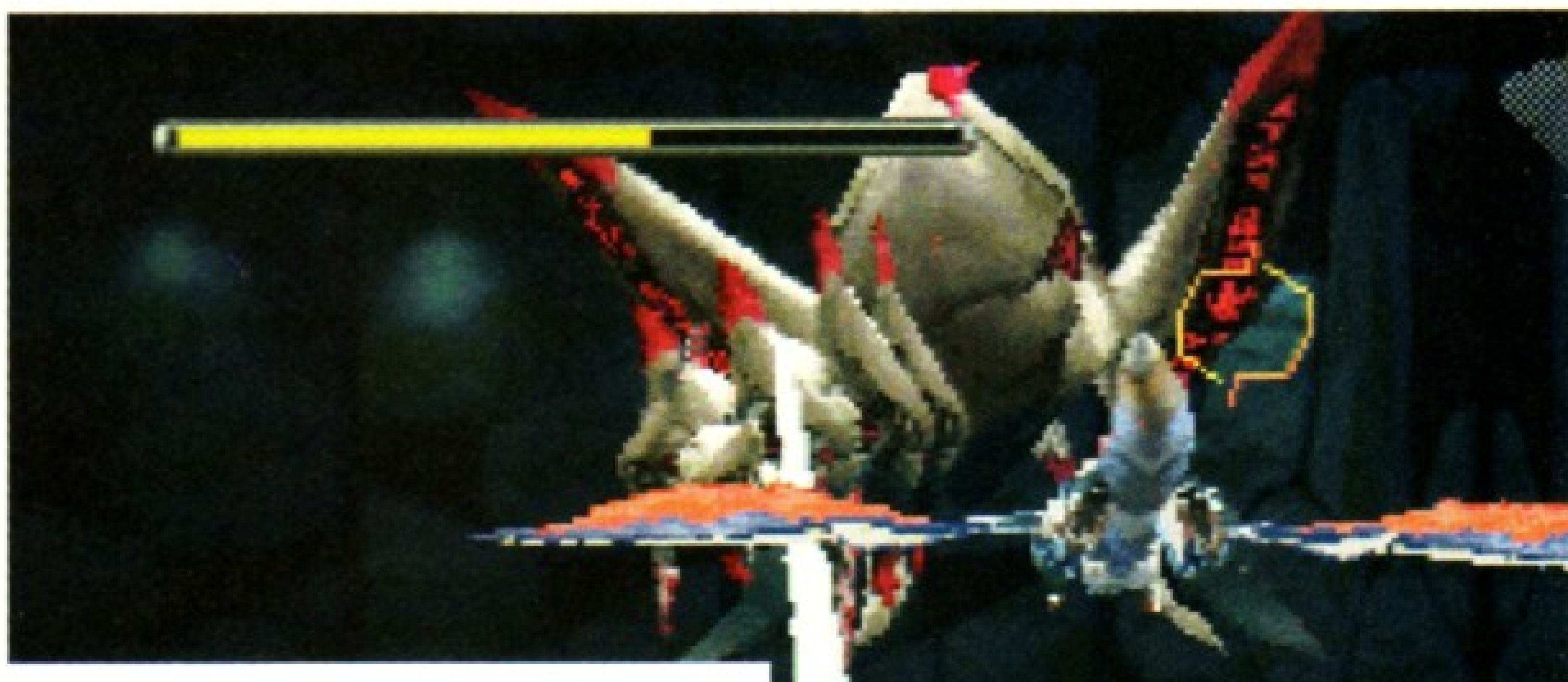
## EPISODE 5

Episode 5 is at present very brief. Of all the stages, this is the one requiring the most work. From the little there is of it though, it appears that some of it at least takes place in a snow storm. Like all the other stages, the enemies seem to be drawn out of the Id, including what looks like a very fat butterfly and air-dancing crustaceans of sorts. Unfortunately, that's about all there is to know at present. Rest assured we'll update you when we see more.

**BOSS 5:** As with Episode 1, Episode 5 is still awaiting a boss.











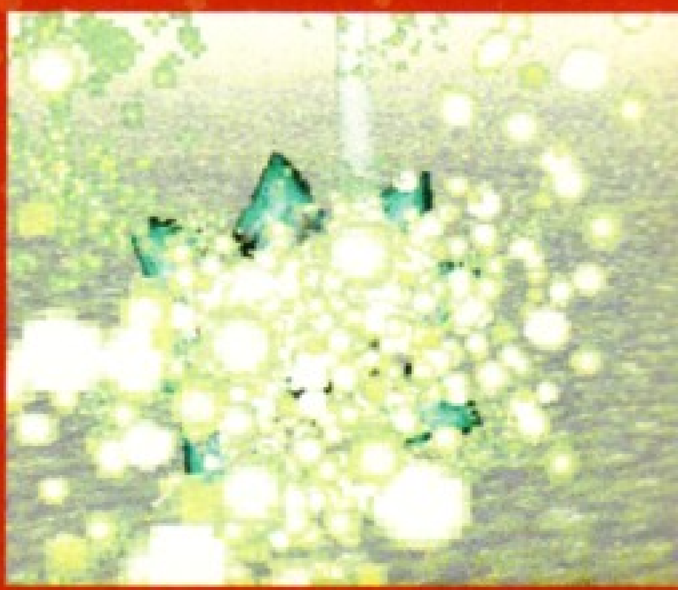
This is the point in Episode 6 where the aim is to destroy the paddles on the side of the huge airship. Watch out though because cannons in the ship's hull send spinning missiles your way!

## EPISODE 7 AND 8?

Rumours, rumours rumours! Episode 7 we know exists because of the graceful squid-like boss. The rumour is in fact that the whole of this level is going to be dedicated to the boss. As for Episode 8, there is as yet nothing on it at all although work is being done on it as we speak. We'll bring you the update on these last two levels and the incomplete Episodes 1 and 5 in the next issue, along with more detail about the various routes through each of the stages.





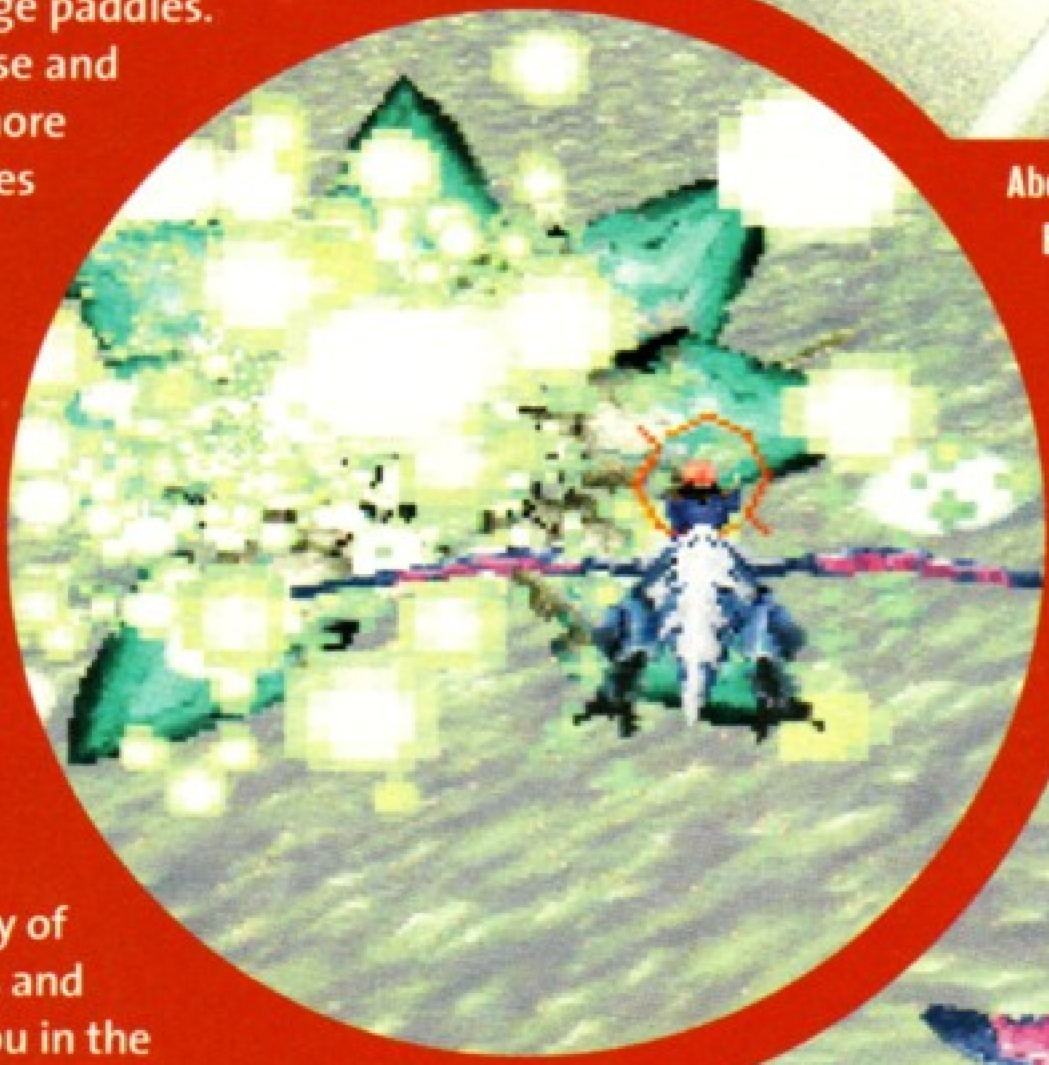


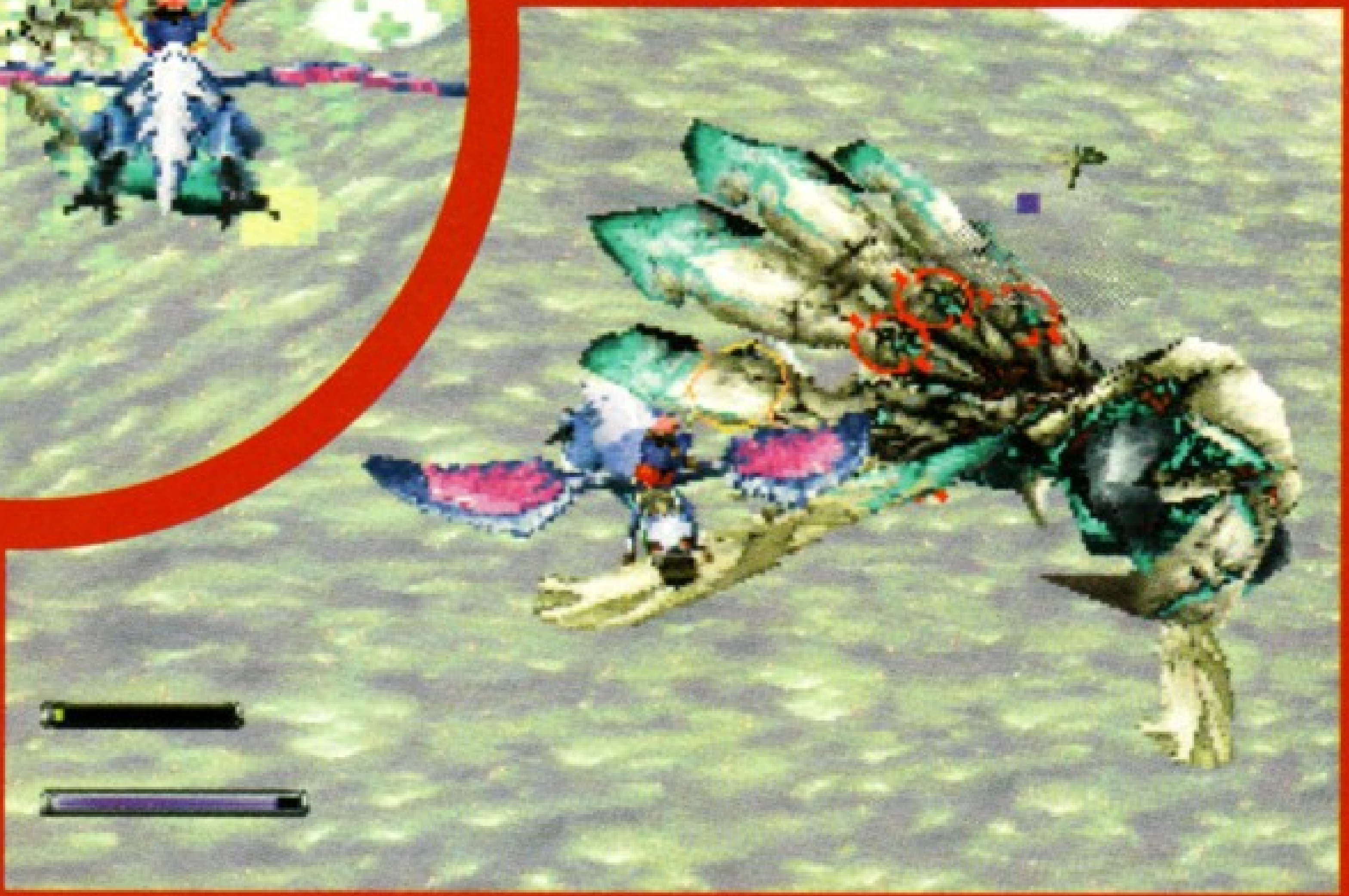
Above is the very elegant star-fish type boss that appears in Episode 7. This stage is still some way from completion although it looks like this strange entity will dominate the proceedings. As for Episode 8, that is as yet a bit of a mystery. We'll bring you shots as soon as we see it.

## EPISODE 6

The snow in Episode 5 looks like it's settled as both you and your trusty dragon go soaring over an arctic landscape. This shimmering white scene is soon interrupted by what can only be described as pink sponges that come flying out of nowhere. In actual fact they are being fired from small aircraft in the shape of tripods. As you begin to descend, barriers spring up that you have to dodge fast. Before you know it you're in a tunnel dealing with foes that attack in symmetric fashion, surrounding you and firing pink laser beams. Coming out of the tunnel it turns out you have been in the belly of a huge airship. Emerging you are confronted by three huge paddles. After spending some time blasting at these they collapse and break off. Heading back into a tunnel there are a few more smaller enemies to see off before exiting the tunnels altogether only to find you are now flying under the airship's hull. Metal stalactites hang from the hull and a flurry of enemy fighters and cannons put you in the midst of heavy fire. Should you get through the thick of it, a boss awaits at the hull's end.

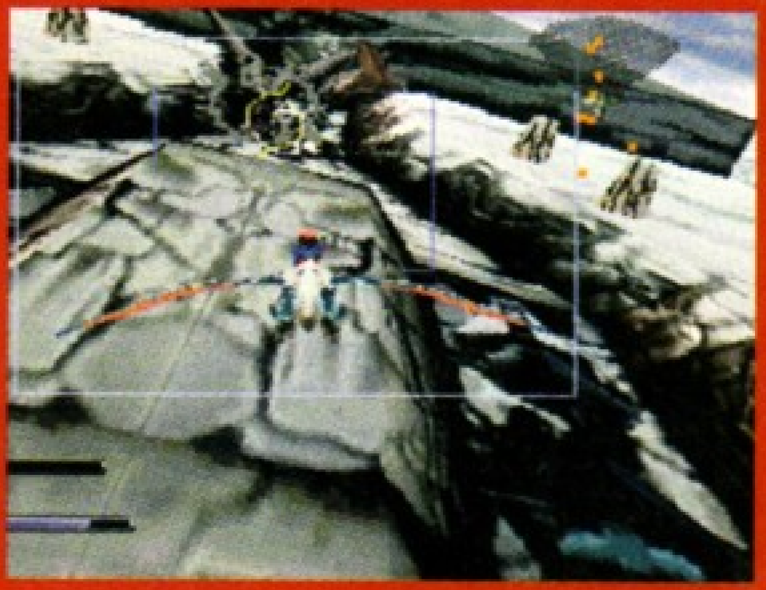
**BOSS 6:** Flanked by two green laser cannons on either side, boss 6 is attached to the ship's hull. It's best to try and knock out these cannons first which is no easy thing to do when fighters are also attacking from both behind and in front. Knock out the cannons though and you can concentrate your fire power on the boss which starts to spit out pink laser fire. When it's really started to take a beating, the boss detaches itself from the ships hull and simply hangs there.











## ROUTING-TOOTING

Although Episodes 2 and 3 both offer the player a choice of routes, the other stages direct the player in a specific direction. All this is set to change, with each episode offering the player a choice of routes. Not only this, but points will be awarded according to the route you choose to take, and it will also affect the evolution of your dragon's defensive and offensive capabilities. More on this next month.

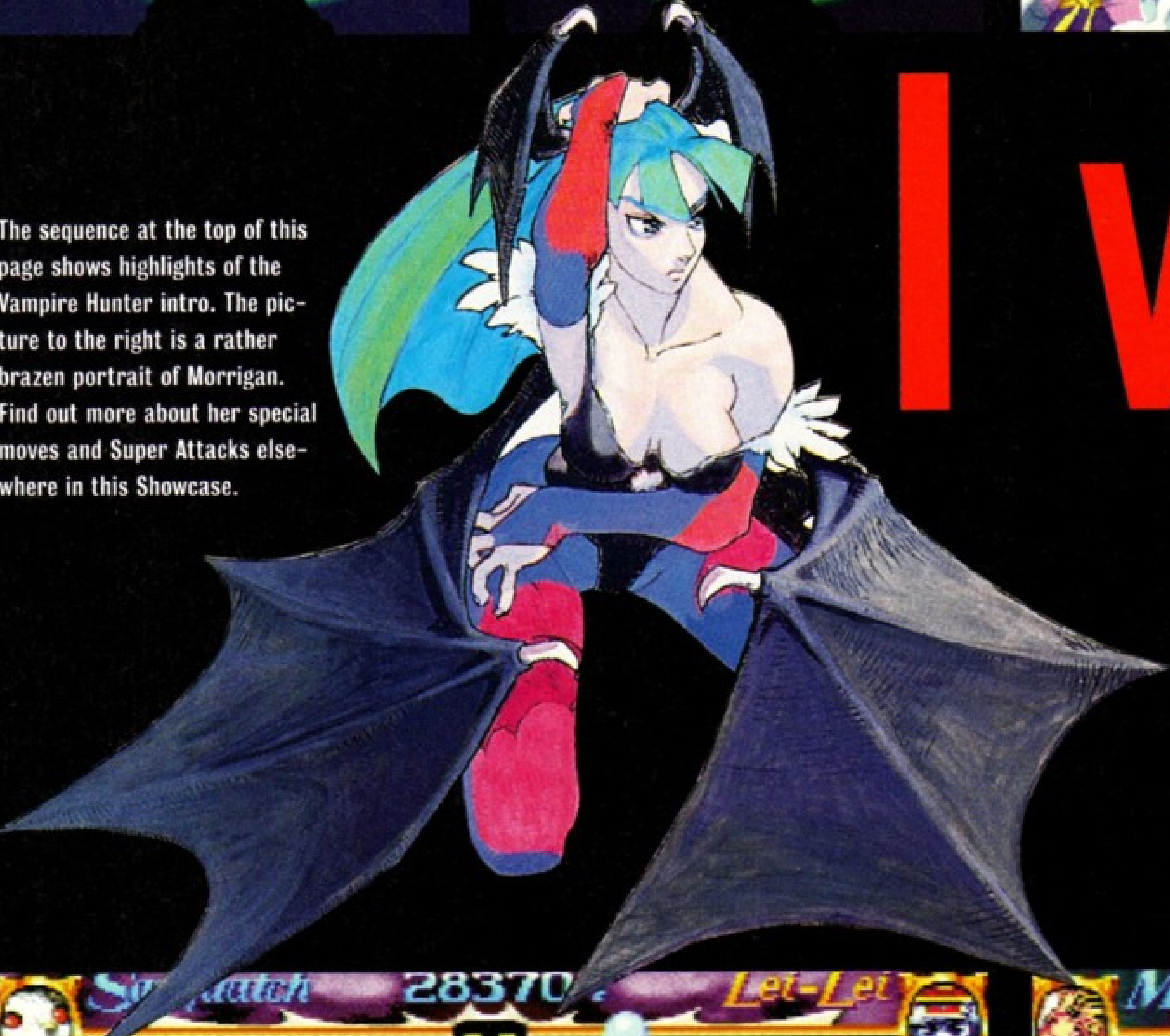








# I walked ZO



The sequence at the top of this page shows highlights of the Vampire Hunter intro. The picture to the right is a rather brazen portrait of Morrigan. Find out more about her special moves and Super Attacks elsewhere in this Showcase.






























# with a mbie



**We're used to seeing Death stalking the Saturn Mag offices, usually in his Warmed Up incarnation reflected on the faces of the staff each Monday morning. But Vampire Hunter shows that death needn't be the end for gamers...**

**Throughout history our nightmares have been plagued by the terrors of the undead. European creatures such as Romanian vampires, Czech Golems and British Richard & Judys. Egyptian mummies. Africa's voodoo-reanimated Zuvembie warriors. Vengeful Chinese ghosts. George Burns. But none (apart from George Burns) is as terrifying as the centrepiece of Darkstalkers – the scary Donovan. Apart from hanging around on street corners strumming a guitar and singing Jennifer Juniper the arch-folkie himself battles other undead in a bid to prove his supremacy over the realms of death. As the curly-haired flower child finishes his rendition of Scarborough Fair and necks some more LSD, other monsters cower in the corner of the Mythos Cafe. Not because they're scared he'll thump them. They're just scared he'll start playing Scarborough Fair again.**

Indeed, so deep has the rift twixt Donovan and his pals and the other members of the post-respiratory community developed that tempers have flared and the normally passive ranks of demons, devils, succubi, spirits, ghouls, assorted nosferatu and general misplaced souls are at each others throats. Most of which have rotted away. Something has to be done before the dead start killing each other.

Fortunately a method of policing discipline amongst the dissenting elements of the damned has presented itself. Why don't they all just have a fight about it, following specific duel rules and using no weapons other than their own supernatural abiliites. Of course, this is the easiest way to decide whether or not Donovan should be allowed to release another novelty single with Trevor & Simon.

And the results of this tourny of the night is – thanks to the wonders of consumerist merchandising – now available to you, the punter, in the form of Darkstalkers.

Following the one-on-one beat 'em up formula so successfully initiated by Capcom, Darkstalkers 2: Vampire Hunter takes the dead out of their graves and into the home (via your Saturn). Take control of your chosen undead and use their unique deathly abilities to beat your foe into submission over three rounds. All the usual array of punches, kicks, Specials, Super Specials, multiple characters and so on are in place. But what seperates Vampire Hunter from the crowd? Well read on and see, coffin-dodging dudes...








Anakaris is a bit of tough character to play, and he's crap in close combat, but he's loaded with big and impressive special moves, like this weird one.



## THE GALLERY OF THE NIGHT

### GALLON (Werewolf)

Fast moving and agile fighter, whose Lightning Charges across the screen and Flash Kick-esque flash kicks are his main strengths. Most handy in a ruck and recommended for beginners.



### SASQUATCH (Yeti)

Short-arsed furry chap with mastery over ice. Ice blasts, stalagmite attacks and throws are his forte. He's pretty slow, but once you've got the hang of his Specials he's a solid character.



### LEI LEI (Chinese revenge ghost)

One of the best tooled-up fighters in the game, Lei Lei is capable of a staggering array of attacks thanks to her transforming body. She's also got a funny neck, but don't metion that unless you want a Swinging Chain Blade attack up your noggin.



### DONOVAN (Elemental)

Not really a folk singer at all, we were lying. Although there *is* a folk singer called Donovan as well. But he's not this bloke. This bloke has command over fire and water and all that, looks very human and is hard.



### FELICIA (Cat spirit type thing)

No apparent links with the undead, but Felicia is a cat spirit thing with a Dragon Punch clone, excellent throwing capabilities and a general all-round goodness in her favour. But she's not a zombie, sadly.



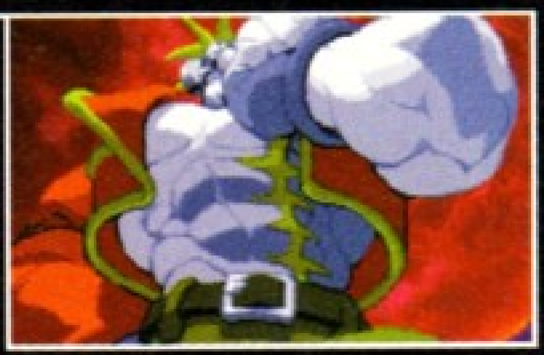
### DEMITRI (Vampire)

This is a bit more like it. Demitri is a proper undead, although he also has a Dragon Punch clone. And he throws fireballs. In fact, he's not unlike Ken or Ryu. But he's a blood-sucking creature of the night, which makes him alright by us.



### VICTOR (Animated composite)

Named perhaps after Victor Von Frankenstein, Victor is a walking human robot assembled from pieces of corpse. He's very big, strong but slow, excellent in close quarters with his big fists and also good at electrifying his body. But his nuts are in his neck. Ha ha.



### ZABEL (Zombie)

A good old British zombie, with a Union Flag on his kecks and a gee-tar on his back. Can turn his hands in buzzsaw blades.Not a bad sort, but not too strong on cohesive characterisation. Poses with his guitar when he wins, the show off.



### MORRIGAN (Devil)

Be-winged demon from Hell. Fireballs a speciality, along with flying an opponent off the top of the screen before piledriving them back into the ground. One of the best combatants on offer, but her moves take a bit of getting used to.



### ANAKARIS (Mummy)

Big slow and clumsy, that's Anakaris. And crap, that's him too. Has an amusing move which allows him to rain sarcophagi onto the heads of his opponent, and another where he mummifies them in bandages before cracking their feeble head on the floor. But generally not very good.



### BISHAMON (Samurai spirit)

Obivously the Japanese will like this sort of ghost, but we'd rather have had a skeletal figure in a robe with a scythe. Anyway, if you liked Samurai Shodown, or enjoy playing as Silver Samurai in X-Men you'll like Bishamon.



### AULBATH (Hell dragon)

A dragon. From Hell. He can use sonic attacks, big blazing flame Sper Speicals and is very good at throws in the air. No-one we know ever picks him though. Can't think why because he's pretty smart.



### PHOBOS (Robot)

An undead-hunting robot designed by Rick Moranis, king Ghostbuster. As you'd expect from a robot, he's got loads of lasers and missiles. But you'd never catch anyone dressing up as him on Hallowe'en.



### PYRON (Fire demon)

Really hard to beat at first, but quite a cinch once you've got a hold of his techniques. Pyron is master of fire, a bit like Donovan and Aulbath. But he's *really* the master of fire, because that's what he's made of. His screen-rushing attacks and Plasma Bubble projectiles are his best features. And his nose.

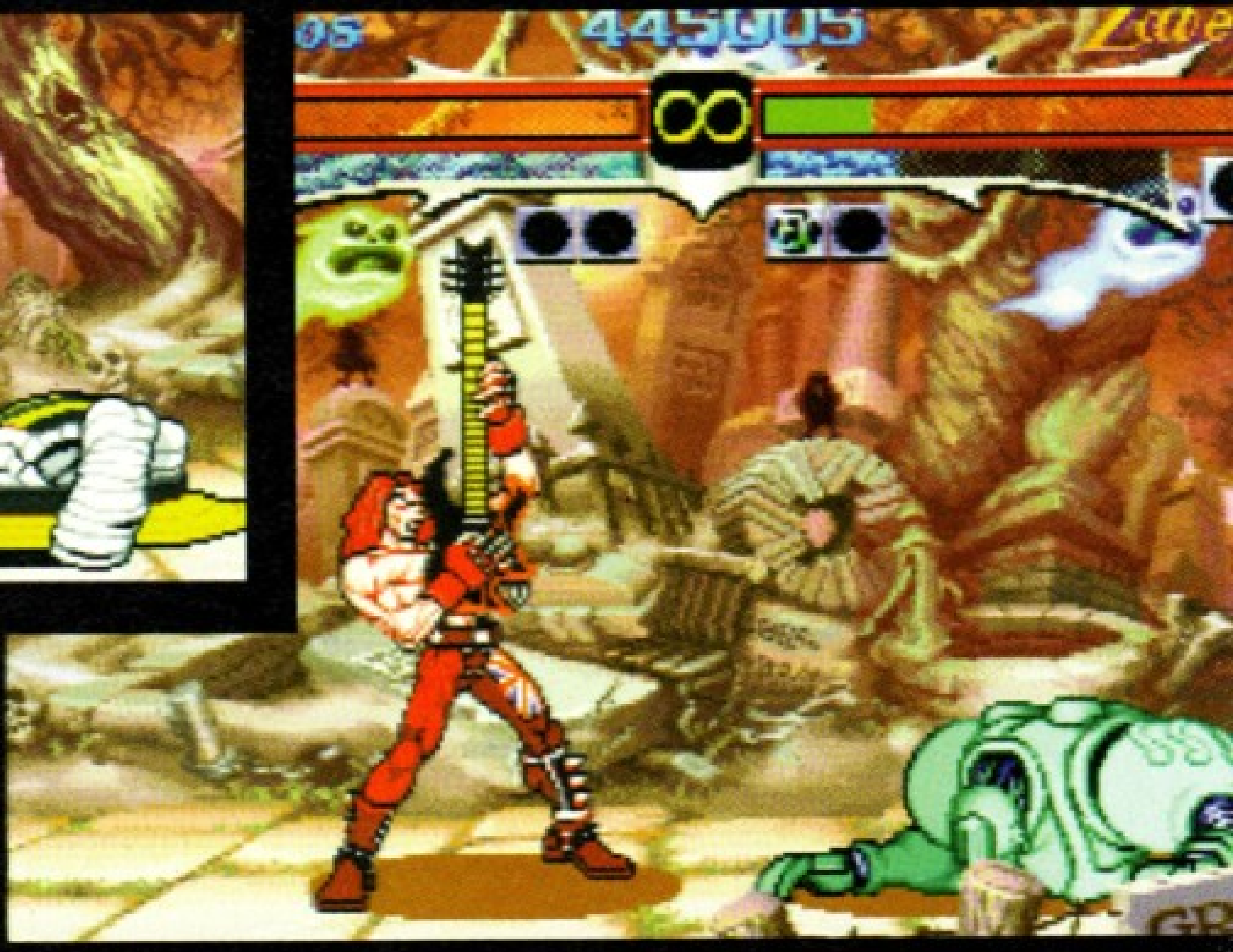


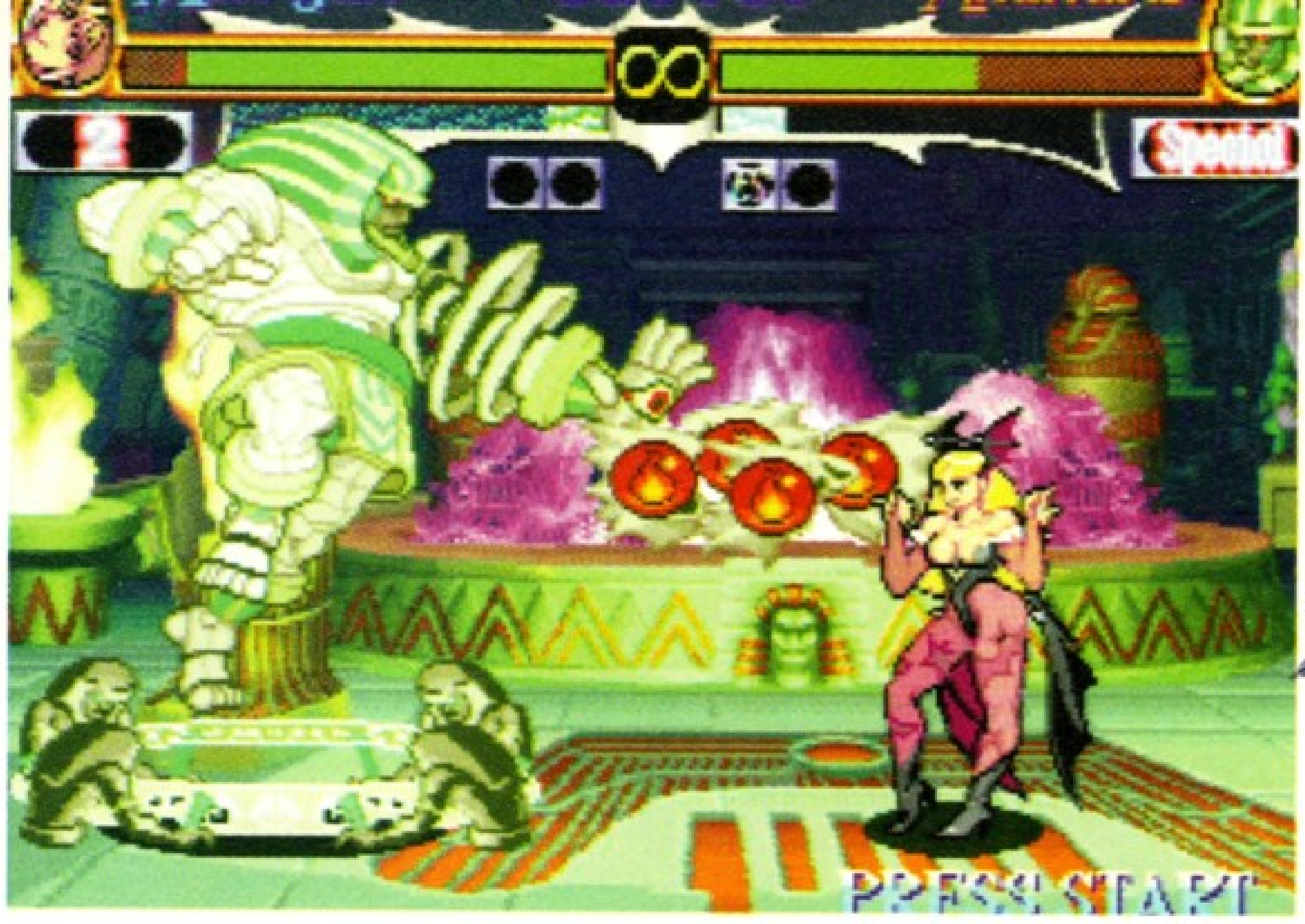


What a handsome bunch. Some of these characters, like Sasquatch and Gallon, are actually heroic, but you'd never guess it to look at them.



The little girl standing to Donovan's left isn't a background figure. She's actually his sidekick, or the kid whose dream spirit powers create him. Dunno which.











If Demitri was a real vampire he'd just have turned into some mist and avoided that.




Gallon gets the first shot in here which is his Leaping Dog Fury move. Thanks to Vector Theory there're three angles for this.

## PROJECTILE VOMITING

Fireballs, magic bolts and other projectile capabilities are right trouble-makers in the world of beat 'em ups. If you're one of the unlucky characters without ranged attacks, you're generally stuffed in any respects. Even if you do have them there's the possiblity of passing an entire round just whanging fireballs at each other and watching them explode. But not with Darkstalkers, oh deary me no. For Darkstalkers takes into account the strength of the loosed attacks, and allows certain strong fireball things to blast through an opponent's reataliatory strike, or even push the opposing long-range attempt back towards its castee! And as this isn't enough to upset the delicate balance of projectile power, other characters have defensive moves which allows them to repel such cowardly tactics. Hooray for innovation, say we.
















Sasquatch can surround himself with big icy spikes which freeze and harm all who touch them. He's quite tough.














## THERE'S AN UNDEAD IN MY HOUSE!

Vampire Hunter tells us that the best way to defeat the evil undead is to whack them in the face with a blast of psychic energy. Well sadly this sort of resource is not often available to human beings. So what should you do if you've got the undead in your house?

Well first off, don't panic. Contrary to what Morgue of the Zombies might have you believe, you've very little chance of being harmed by the undead. Plus it's commonly thought, by psychics and that, that most undead feed off the energy of negative human emotions. So try wearing bright colours and singing happy songs.



If you're really scared by a member of the undead, write down what you've experienced and contact ***The society for Psychic Research, 49 Marlowes Rd, Kensington, London W8 6LA. If you're really scared you can 'phone them on 0171 937 8984.*** Or try calling a vicar.

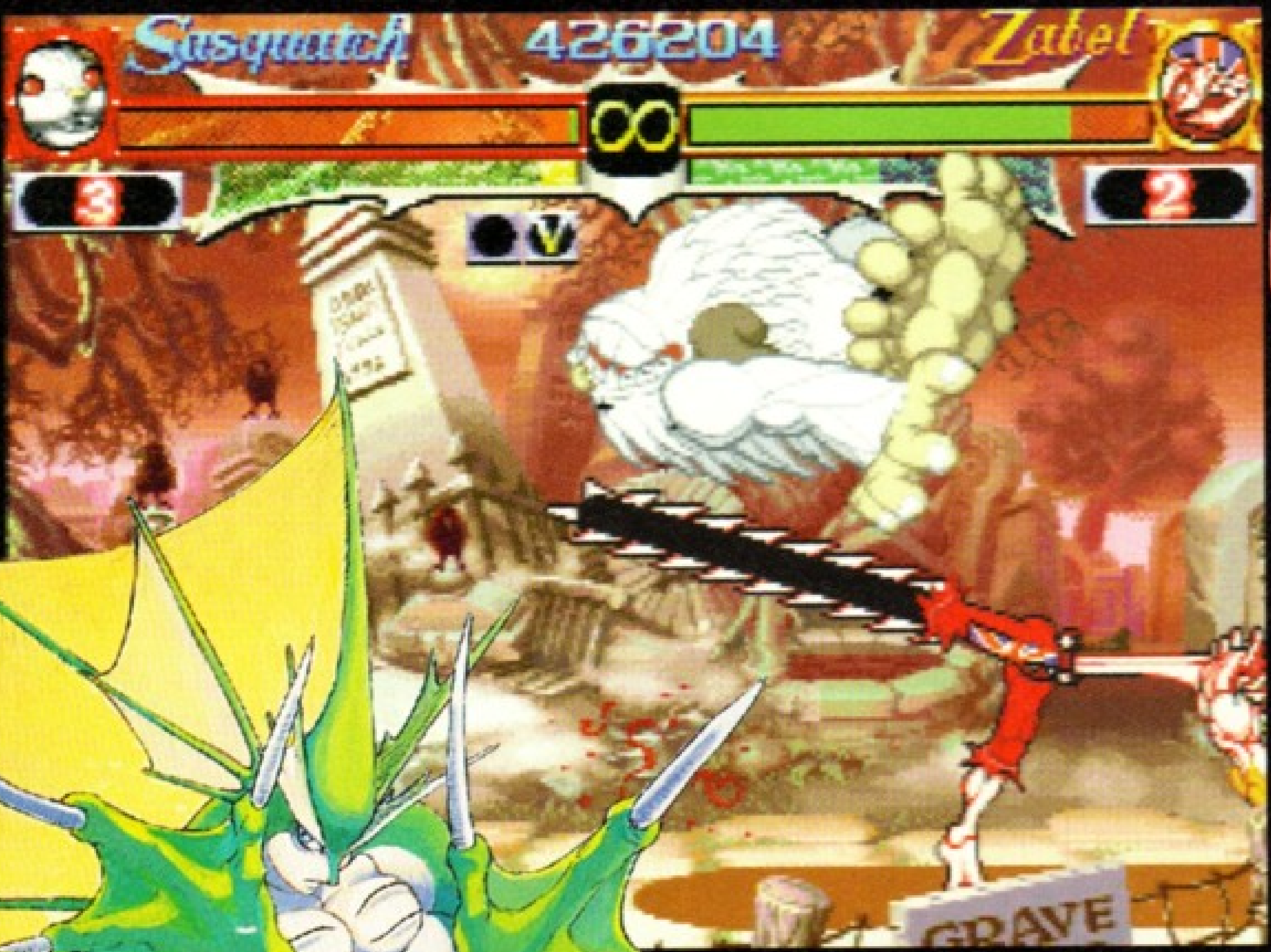








Bishamon's Soul Fist Destroyer speical not only looks gruesome, it's also toply powerful, as Felicia notices here, spewing blood.












Aulbath, featured to the right, is a pretty good character once you get used to his moves. But he's not one of the best, sadly.



Aulbath's Super Flood move in action. But what's Anakaris up to?



Well his flying powers have helped him avoid the Super, and his Regression special has hit.



Oh no! Aulbath is regressed to primal form! All characters have different animal reps.

## SUPERGENIUS

Capcom are starting to get quite good at this Super Specials business these days. Darkstalkers also features the now ubiquitous Super bar underneath the regular fighting energy bar. As is now the drill, the more attacks and (in particular) special moves you pull off, the more energy goes into the little Super bank. Once this is filled you're granted one use of your Super Special Aceness moves. The Super bar is pretty stretchy, and will hold up to three specials' worth of Super energy at any one time, indicating numerically how many it's currently awash with. The Super moves themselves walk the line between entertaning and devastating. Some of them, such as Demitri's Fire Dragon, a blazing behemoth which sweeps the screen, is purely for damage inflicting purposes. Others, such as Zabel's ridiculous turn-your-opponent-into-a-fish-shaped-basketball-hoop-and-post-their-head-through-it effort, are played as much for yuks as yucks.




This might look like some kind of Satanic rave like you've heard about on the news, but it's actually one of Pyron's Super moves. It's got a good beat.












Phobos is a robot, so technically speaking he is undead.




It'd be great being a vampire. If only they were real and I was one. Sigh.



What do you call a cat spirit with a light on her head?



A Felicia Beacon! Ha ha ha! Bet you don't get that do you? Nuts.



This is one of Sasquatch's Supers. First his icy breath freezes the ground...



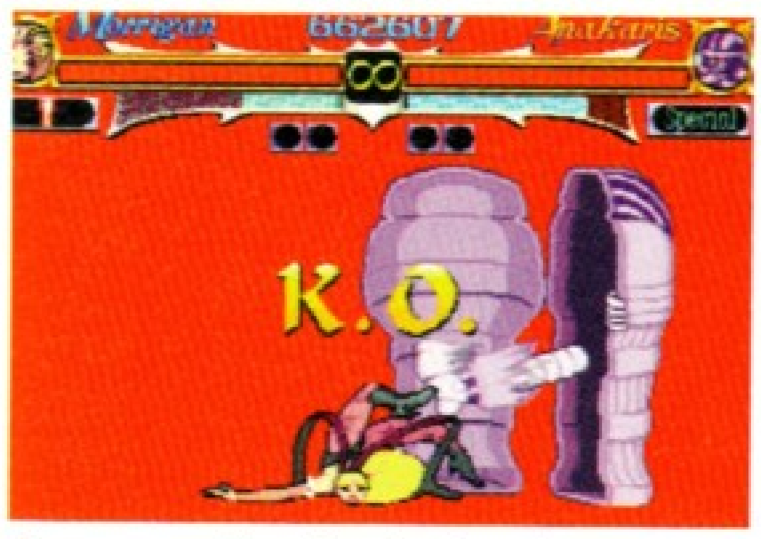
...Then the opponent slips around for a bit before crashing through the ice...




...Finally a whale smacks them out of the water for lots of damage. Hooray for the Yeti!



One of the more conventional Super attacks featured in Vampire Hunter. If you can call summoning a blazing fire dragon to roar across the screen conventional in your part of the world.




An unceremonious dumping from the confines of this sarcophagus ends this Super.



A patently foolish and absurd frog/fish/basketball/head/spitting Super from Zabel.



# WipEout

## SECRETS PART 1

**As a racing game, WipEout is very different from your Daytonas and Rallys. For a start, it's not played on the ground, and the breakneck speeds which can be achieved require some very careful handling. There's loads of hidden power ups to activate on each course too, which is why we've put together this two-part guide – most of which has come straight from the programmers! SAM HICKMAN is here to guide you through the first three courses.**



**Right. So you've rushed on down to the shops to get one of the very first copies of WipEout, ran all the way home, bunged it into the machine, and started playing the game. But hey! You're not very good, are you? You're wobbling about all over the place like an old granny, aren't you? Well, that's because WipEout isn't like an ordinary racing game – it needs precision handling, and you'll have to practice a lot before you start placing in the top three.**

## TEAMS

Each craft in WipEout has very different abilities. However, the FEISAR craft is probably the most popular choice, as although it can't reach breakneck speeds, the weight of the craft means that you tend to bounce off the side if the track rather than spin out of control. But, to get the most out of this team, you'll need to utilise all the speed up icons on the track.

AG systems are also a good choice for the beginner, as although they have a higher top speed than FEISAR, the turning ability is superior, and it's possible to qualify for all six tracks with this craft.

AURICOM AND QIREX teams require more careful handling, as both of these crafts are considerably heavier and are difficult to handle. But, they can reach greater speeds if handled properly, although they can be frustrating at first.

Generally though, the lighter crafts seem to fare better at the end of the day, simply as the feel is superior.

## AIR BRAKES

Unlike other racing games where it's possible to almost ignore the existence of the brake, success in WipEout heavily depends on the use of the airbrakes. Proper use ensures that corners are swung around, rather than crashed into. To use the air brakes properly, all you have to do is tap them – you don't need to hold the buttons down for very long. They're more useful for making tiny adjustments so you can keep to the racing line while also obtaining all the power ups dotted around the course.





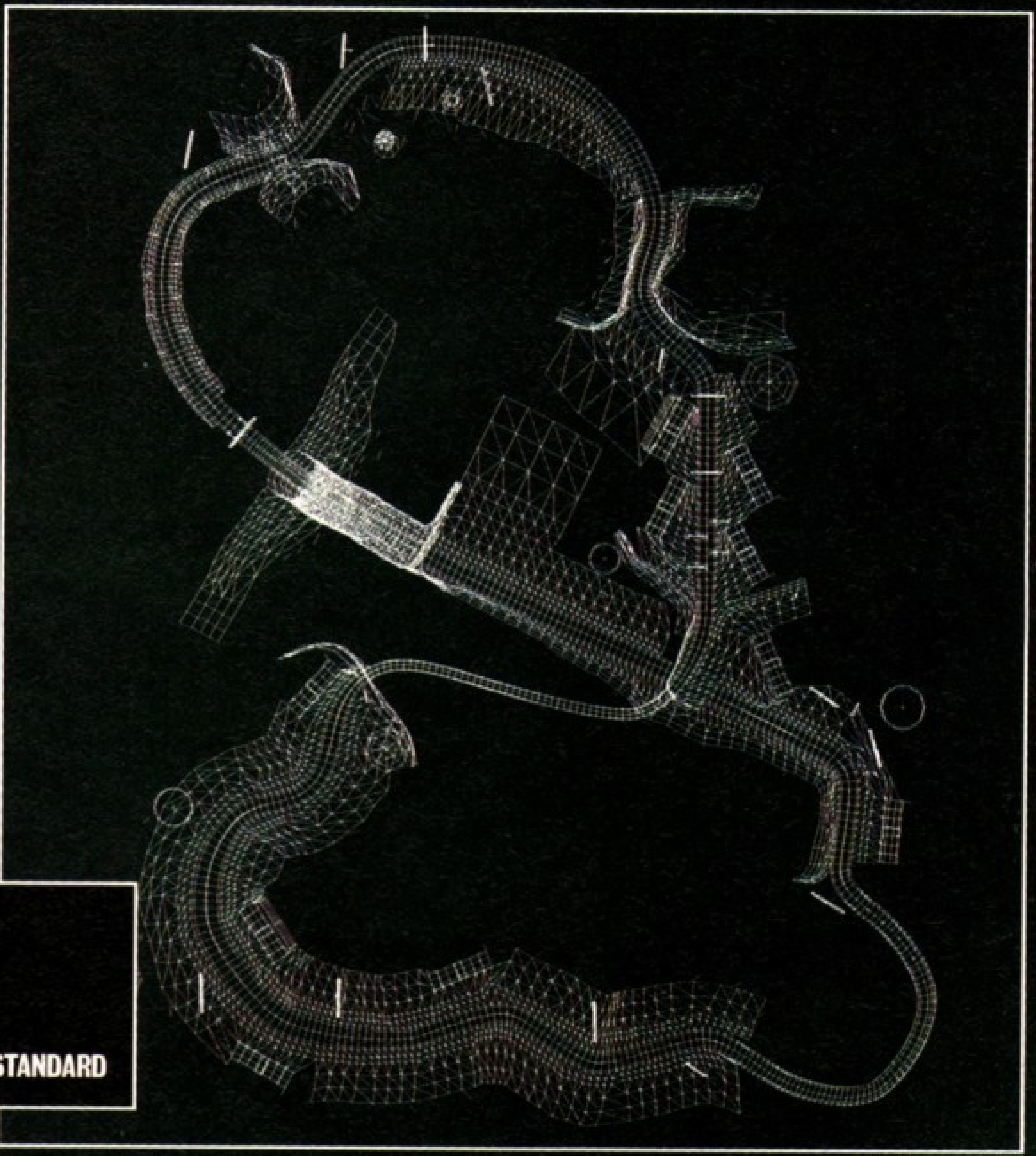




## COURSE 1: ALTIMA V11

As this is the first track in the game it's not overly difficult, and was designed mainly as a training course for the rest of the tracks. Getting a turbo start on any of the courses is obviously a good idea, but the first part of this track is fairly easy – a hill climb with plenty of power ups along the way. It's probably a better idea to go for the speed up grids more than anything else, as provided you keep a good placing, you're unlikely to find weapons a necessity in this level. As soon as you reach the drop, veer your craft over to the right to pick up the speed icons on the right hand side of the hill. There's two more speed ups just before a small ramp jump after the track becomes flat again. The second one is on the right hand side just before a small hill, which obscures a weapon on the left hand side. If you're careful, you can hit the speed up, then steer left to get the weapon as well – but, go for speed ups if it's a choice between the two.

After this section is another hill, and again, there's plenty of speed ups on the left hand side, although you'll probably get a better racing line on the right hand side. After this section, the track goes pretty flat enabling you to pick up most of the goods on offer. However, you'll soon find yourself in a tunnel inside a mountain. There's two sets of speed ups to be found here, one on each side, plus a final one on the left hand side of the end of the tunnel. As soon as you've hit this icon, apply the left hand side air brake and powerslide over to a final speed up on the right hand exit of the tunnel. This will give you the added boost to reach the finishing line in a good time.



| | |
|---|---|
| TRACK1 | :ALTIMA V11 |
| LOCATION | :CANADA |
| LENGTH | :5.5KM |
| HEIGHT | :359M |
| SURFACE | :F3600 RACING STANDARD |













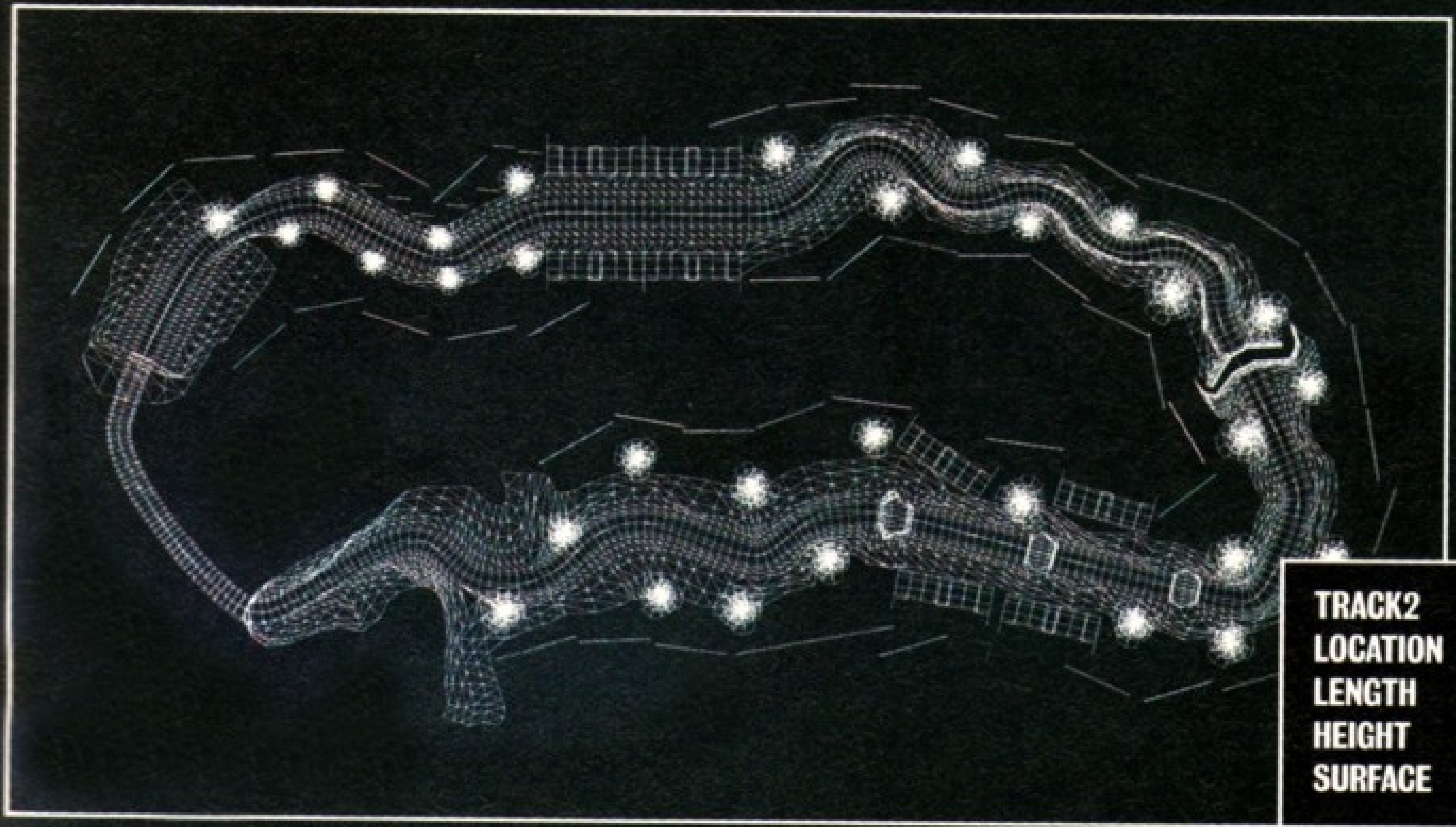



## COURSE 2: KARBONIS

Tighter turning is required on this slightly more complex course with plenty of hill climbs and more jump sections than the first track. There's more opportunity (or need) to use the air brakes too, and as such, this race holds some very important lessons for later tracks.

At the beginning of the track there's a speed up on the left hand side. It's probably better to avoid this as it is situated very close to the wall. If you don't bother going for the speed up then you'll have more chance of cutting in on your opponent as you speed around the corner. There's two more speed up grids just ahead on the right hand side and if you manage to hit these you'll be placed in the best position to enter the tunnel. Once in the tunnel, position yourself for a right hand exit, then just before the exit position your nose in the far left corner and press forward on the joypad. This will position you correctly for the drop – otherwise you'll probably crash into the right hand side of the wall. If you follow this procedure, you'll hit another speed up.

After the small dip in the track, there's two speed ups on the right hand side of the track as it veers off towards the left. To hit these you'll need to use the air brake. If you aim straight for them you'll either rebound or crash. Following this section is a couple of jumps, both of which contain weapon power ups. There's another small jump after this the best way to take it is to follow the racing line of the speed ups and the weapon icons. This path does mean that you'll be weaving from side to side, but you won't crash into any of the walls, meaning that overall, you'll get a faster time.



| | |
|---|---|
| TRACK2 | :KARBONIS |
| LOCATION | :JAPAN |
| LENGTH | :3.4KM |
| HEIGHT | :107M |
| SURFACE | :RECLAIMED TITANIUM |

## TRACK 3: TERRAMAX

Again, this track is more complex than the previous two, combing hilly sections with treacherous straights. There's water on this track too, although its presence shouldn't affect your driving. This is the last of the "beginner" tracks and mastering the race is essential for competence in the next three tracks.

The first speed ups on this course can be found as you begin to ascend the hill. The first is on the right and the second is on the left. There's also a weapon icon at the bottom of this hill, which you should try and pick up, as there should be a computer opponent in front at this point. Just after the start of the hill climb two speed icons appear at the top of the hill, which are initially hidden from view. To pick these icons up you'll need to move across to the left hand side, after picking up the weapon (the first small climb section). As you descend from this bit, aim for the left for the first pick up and right for the second. There's another speed up on the left hand side just before the entrance to the tunnel section. Once inside the tunnel, there's a double speed up on the left hand side, as the bend curves to the right. To pick this up, change your racing line after the double speed up otherwise you'll crash into the wall. You'll also fly past a weapon grid which will be impossible to pick up unless you want to jeopardise your speed.

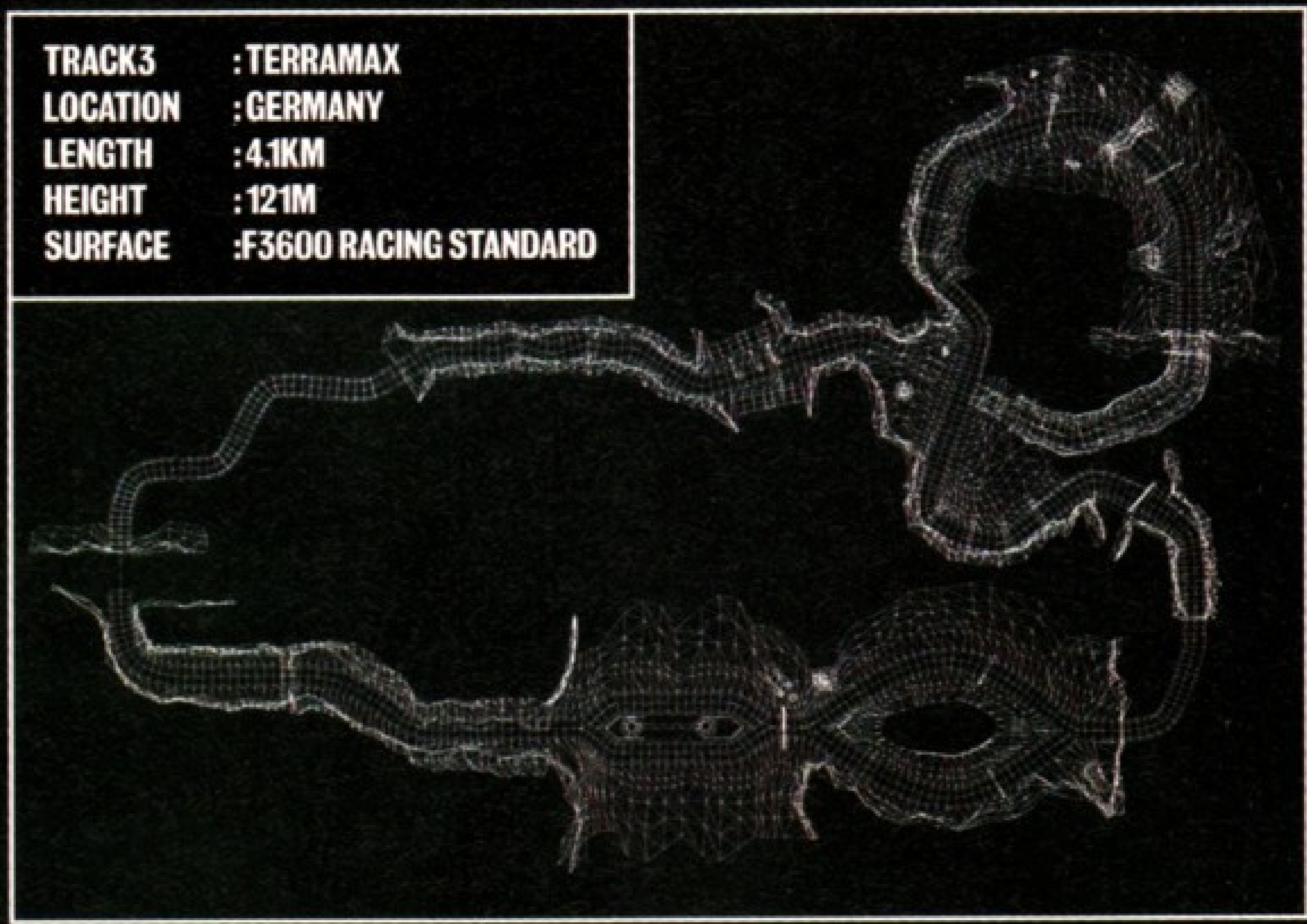




There's two speed ups side by side as you exit the tunnel. Hit these in the middle so you don't slide off into the side of the bridge. After this is a double side by side weapon grid just before the jump. Again, try to hit them in the middle. Avoid the next speed up grid as you'll probably bounce off the side of the track unless you're very experienced with the air brakes.

After the jump there's a speed up on the right hand side, so position yourself accordingly when coming off the jump. A triple speed up awaits ahead on the right and as the speed boost dies down there's another weapon grid on the left. Both of these can be found just before the entrance to the canyon section. There's a fair few pick ups in the climb of this section and more on the way down, so it's best to keep your craft quite low – there's plenty of computer players around too, so make sure you drop a few mines. There's another small jump section after this and as soon as you hit the top, you'll see the finish line, although you may want to shoot a few missiles at this point to slow opponents down as they race for the finish.

NEXT MONTH: Our guide to the three remaining tracks plus tips for the bonus Firestar track!







Some extremely careful handling is required if you want to place anywhere in the race.



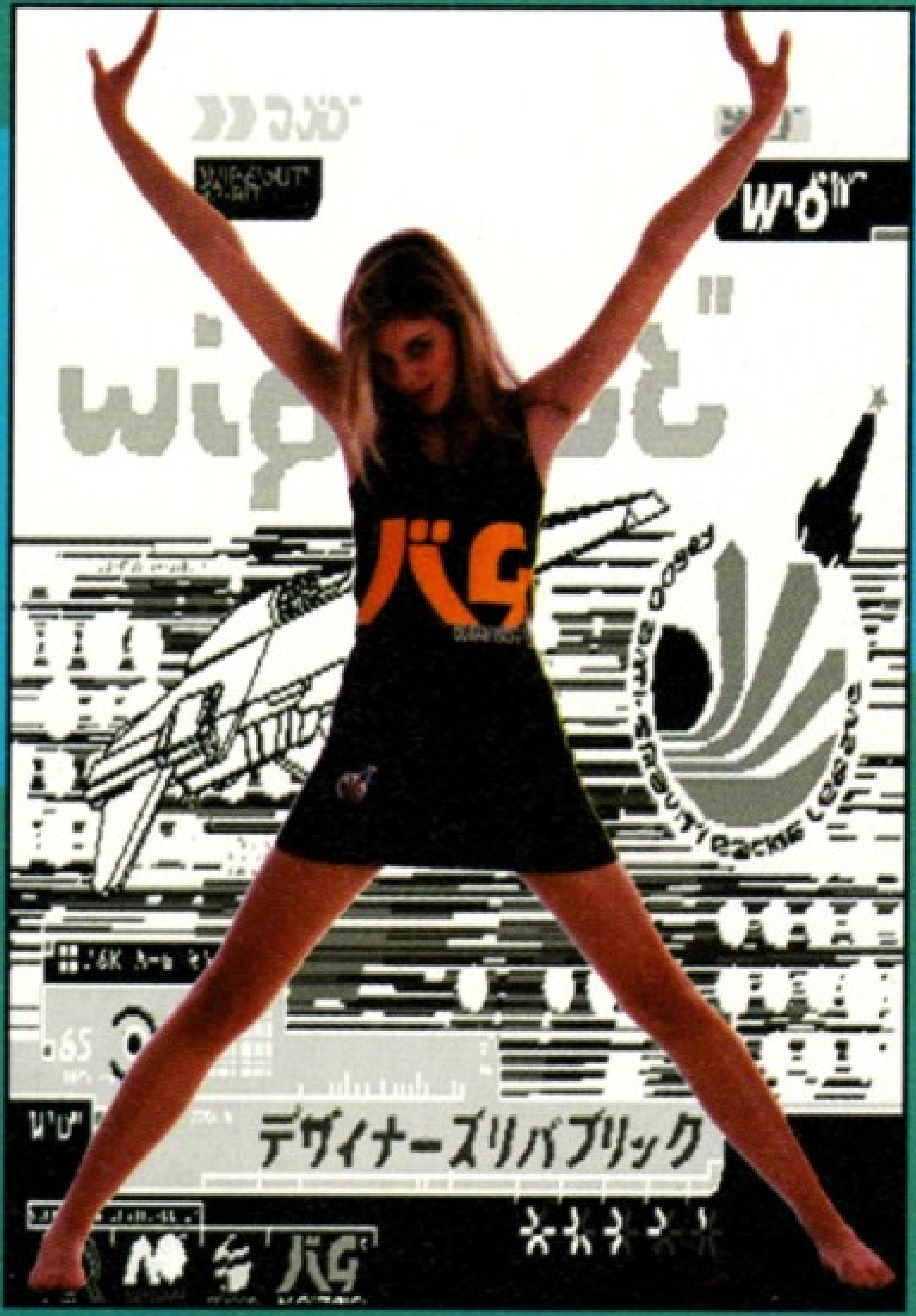

Otherwise you'll end up in last place. As is displayed here.






# WIN!!!! EXCLUSIVE WIPEOUT MERCHANDISE AND A COPY OF WIPEOUT!

For the launch of Wipeout on the Saturn, clothing company Million Dollar clothing have collaborated with Psygnosis for a whole new range of Wipeout clothing. Although these garments will be sold in the shops, they will only be available in selected outlets, but luckily, we have loads of gear to give away to SEGA SATURN MAGAZINE readers. Plus, there's a chance to win one of the very first copies of WipEout in the world!

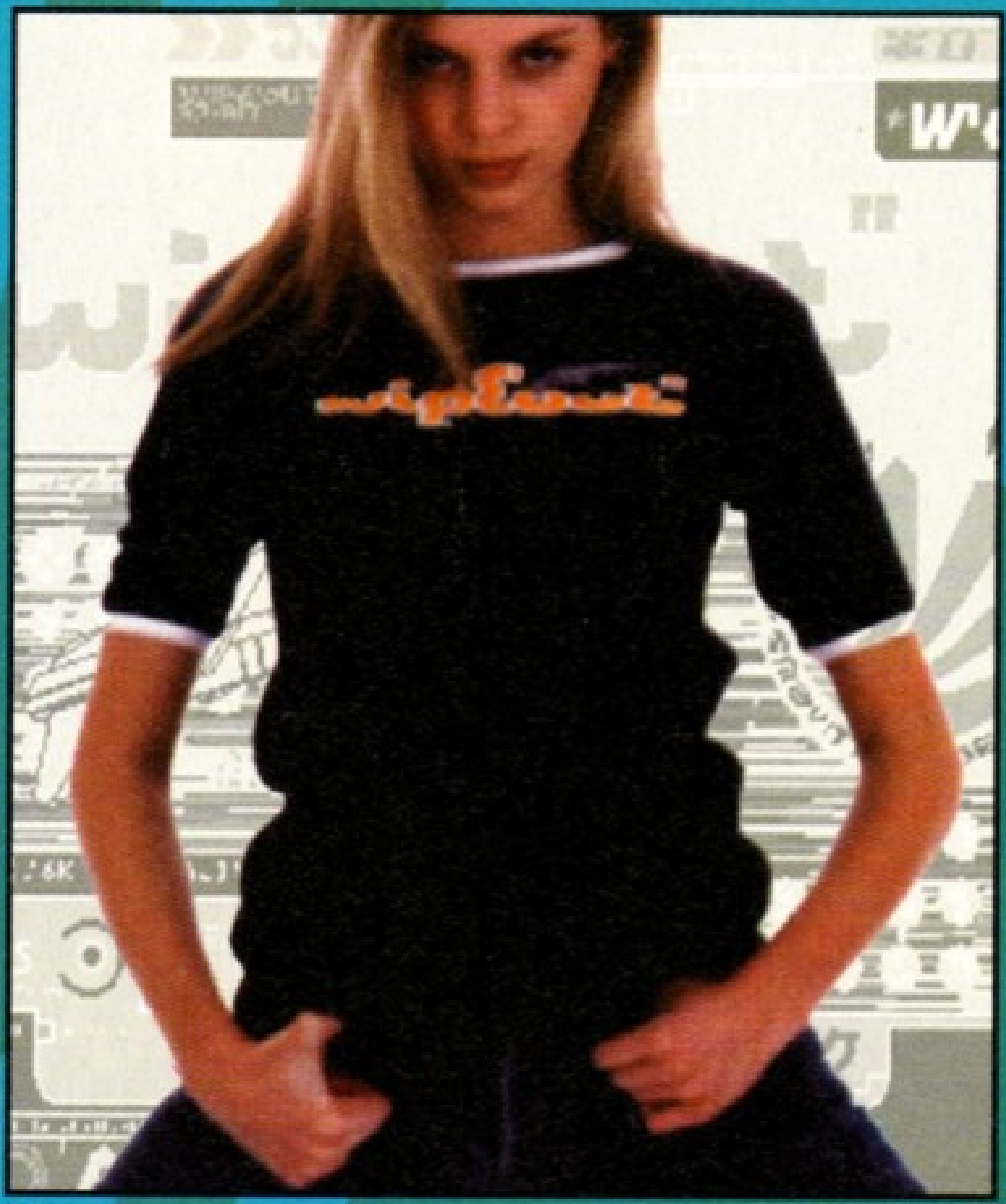



**FIRST PRIZE (x5)**
**ONE WIPEOUT T-SHIRT AND A COPY OF WIPEOUT!**

**SECOND PRIZE (x5)**
**A WIPEOUT T-SHIRT !**

**THIRD PRIZE (x5)**
**A WIPEOUT RECORD BAG!**

**FOURTH PRIZE (x5)**
**A BOBBLE HAT !**



To enter the competition, simply answer this question:

Q: Which famous design agency were drafted in to create the images for Psygnosis' WipEout?

Just put your answers on a postcard and send your entry in to: Even games can be cool sometimes. SEGA SATURN MAGAZINE, EMAP IMAGES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU by April 20th. Normal Compo rules apply.




Incidentally, if you need any further information about the WipEout range of clothing, call Million Dollar on (0171 376 7688) for your nearest stockist.
Also available at: Million Dollar Sports, 369 Kings Road, Chelsea, London SW3 5EP.

# SEGA SATURN Review *Index*

Howdy bucko – you look like just the sort of person who likes knowing whether Saturn games are any good or not. Well allow me to let you into a little secret. This magazine you're reading – *SEGA SATURN MAGAZINE* – happens to like that too, and as such they fill their mag with these things called Reviews. They're meant to explain clearly how good or bad Saturn games are. And this very page tells you all the games that are reviewed in this issue, and what pages they're on. Simply turn to the relevant numerically-labelled sheaf and read. Couldn't be simpler. Just don't tell anyone I told you.

















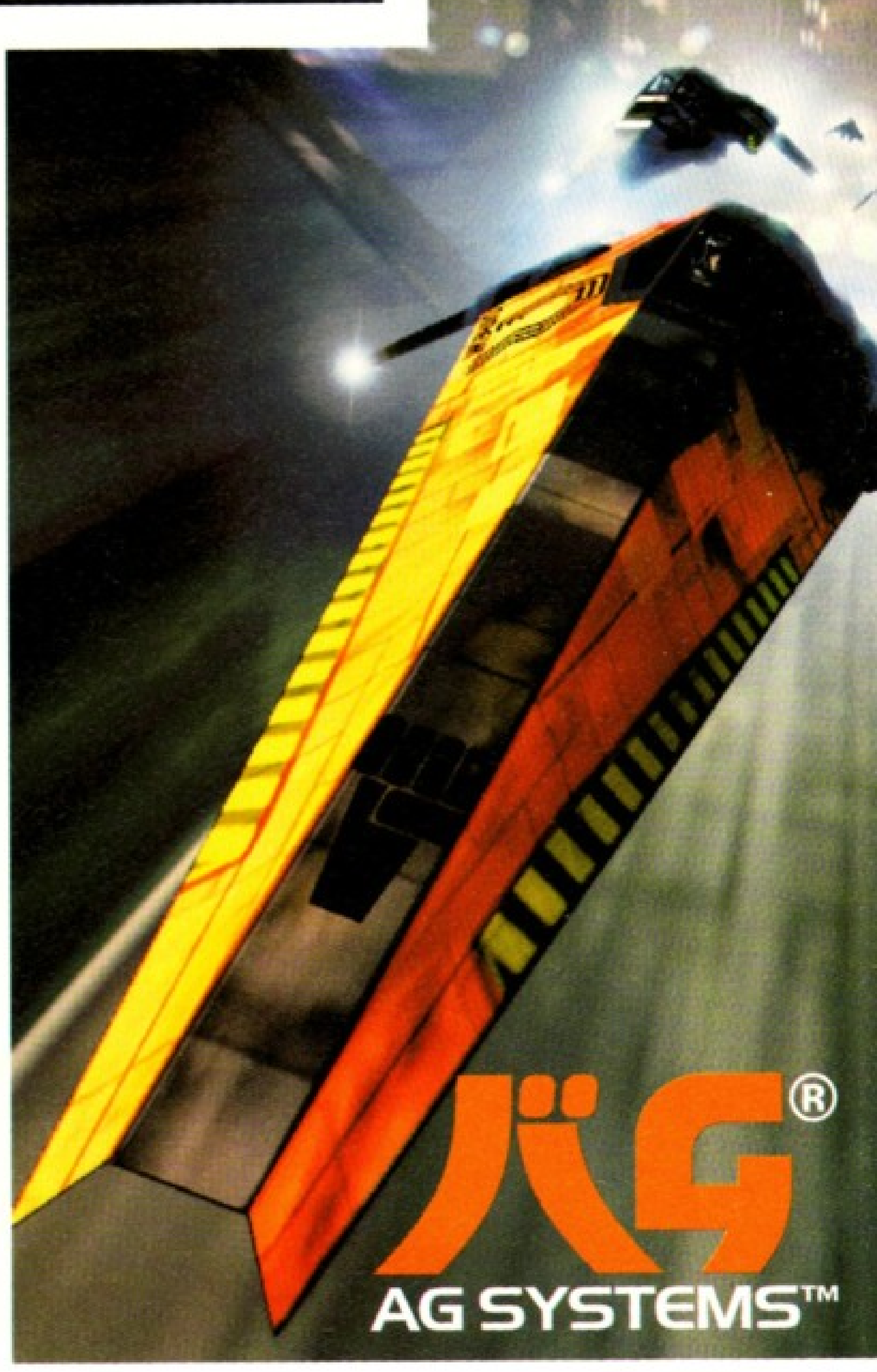






| | |
|---|---|
| BY | TANTALUS |
| PRICE | £TBA |
| STYLE | RACING |
| RELEASE | MAY |

**It's the moment you've all been waiting for. Except two months ago it had never occurred to you to wait. The surprise Saturn release of the Spring, but could it be that it's surprisingly bad? Surely not? Well read on, kids...**




**What everyone wants to hear is that Wipeout is better on Saturn than it is on PlayStation. However, it's more relevant to judge Wipeout on its merits as a game in its own right. Instead of being compared to a version on a rival format Wipeout should be benchmarked alongside Sega Rally. So let's pretend Wipeout is a brand new piece of software which has never been seen before.**



**Wipeout is absolutely smart. There's no getting away from it. It's dead fast and cool and everything. You'll love it. Honest you will. It's good.**

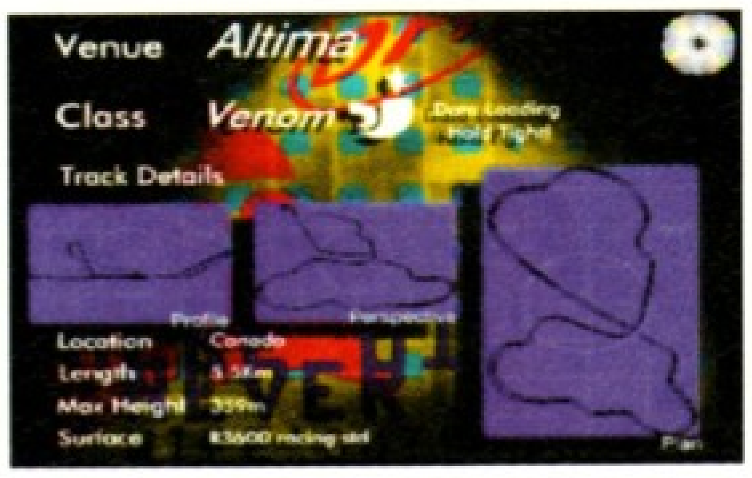




It's a racing game set in the future, where cars have been replaced by nippy floating pointy vehicles, and normal flat(ish) tracks superseded by tortuous mountainy twisting roads littered with power-ups. Steering relies as much on air brakes as rudder control. This is pretty obvious right from the offset of the first track, which contains some harsh uphill corners. The effect of airbraking is not unlike a powerslide in a car racing game, but twists your vehicle at an acute angle very quickly (as you'd expect with a floating thing).

There's no faulting the track design, as each course has its own personality and unique hazards. This is the kind of game where everyone has a least favourite arch-nemesis track. And there are certainly plenty of them to choose from.

However, compared with Sega Rally Wipeout's graphics are slightly on the grainy side, and the update is maybe not so swift as it could have been. That's not to say it's slow and jerky and has massive clipping troubles, because none of these statements are applicable. But the Saturn is capable of better, and this we have seen. It's not a major gameplay fault, because Wipeout is still a fast and addictive racer with a refreshing slant to the action, but it does hint at programming laziness in the final stages of production.




The only real complaint we can level at the actual game mechanics is the handling of the skimmers, which sometimes seems a little heavy considering these vehicles are supposed to be floating above the ground. However, having never driven a real floating racing car perhaps that's just being pedantic.

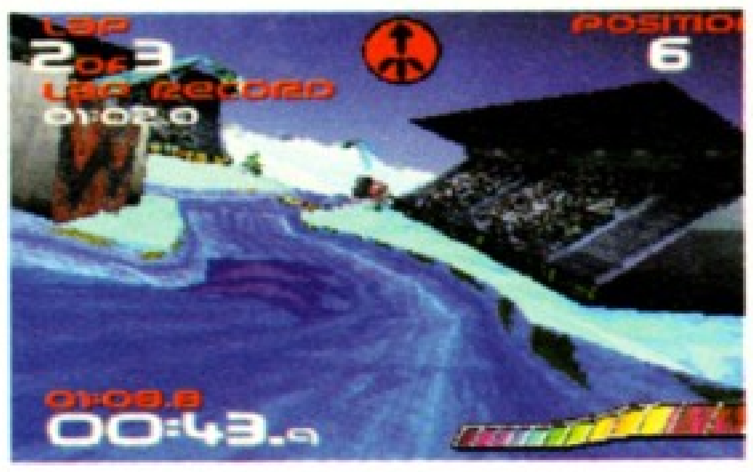
In it's favour, Wipeout exhibits all the hallmarks of a classic. It's easy to get into, although the later tracks require quite some expertise just to complete, never mind triumph over. The controls give you a fair amount of skill potential to grow into without being overly fussy. Heck, even the music isn't so bad if you're into all that techno business. Shame there's no split-screen two-player mode, really, because it's a perfect title for such carryings on.

All in all Wipeout is a fine figure of a game, worthy of a place in your software collection, sporting some excellent visuals and a lengthy challenge. It'll take some beating before you even graduate to the higher skill level Rapier Class tournament. So stick that in your pipe and smoke it.

And is it as good as the PlayStation version? Not quite. The transparency effects are inexplicably less impressive and the music isn't quite so hot, but the gameplay has survived in perfect condition.

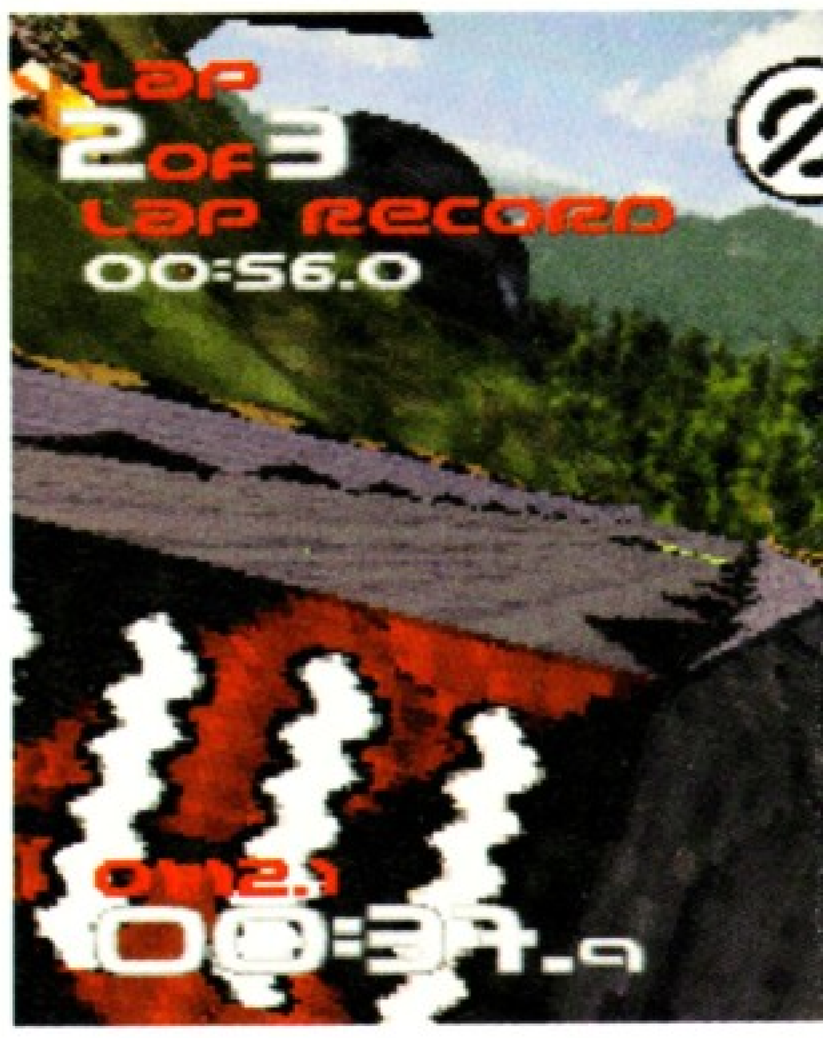
RAD



**There's a first-person perspective and everything. In fact, the game is best played in this mode as it adds to the seat-soaking freneticism of the action. And action there is, in plentiful supply. You wouldn't believe what a polygon can do, and no mistake.**







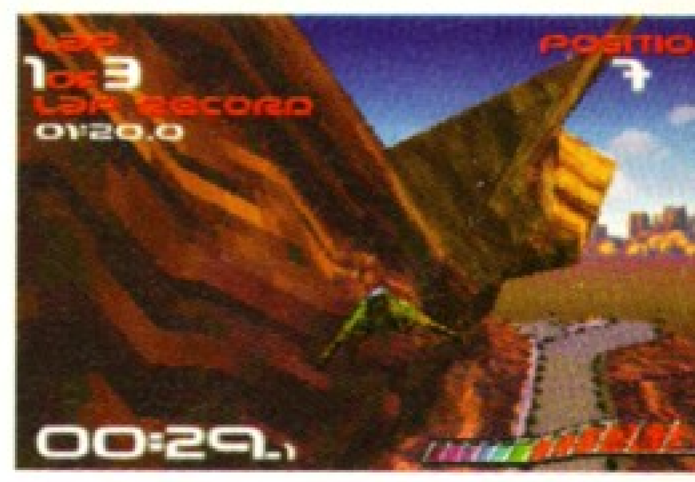
# wipEout




There's a big jump just after the next corner which is absolutely ROCK to get right.




A severe corner in action.




Prepare to lose your lunch with a huge number of long drops, like going over a humpback bridge in your dad's car.






The picture below shows the effects of a missile upon one of the opposing floaty vehicles. To wit: it is completely knackered.







Look at that picture to the right. It's ace. And you should it moving. It's acer.










**Fast and absorbing, Wipeout lacks the pseudo-realism of Rally but delivers heavily in general fun stakes. Definitely worth checking out.**

| | |
|---|---|
| graphics | 91 |
| sound | 88 |
| playability | 92 |
| lastability | 91 |

overall **92%**

| | |
|---|---|
| BY | MAGIC CARPET |
| PRICE | £44.99 |
| STYLE | SHOOT 'EM UP |
| RELEASE | APRIL |

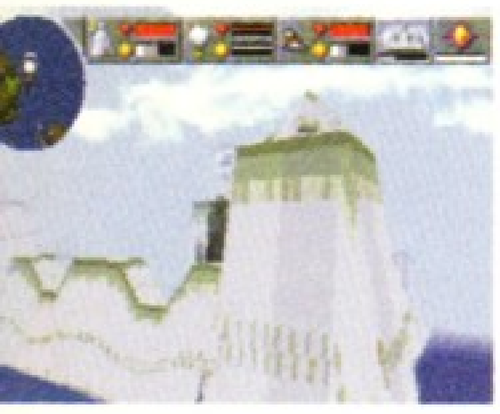
**Despite being the most popular console in the UK a couple of years back, the Megadrive certainly missed out on a good few top quality titles. It just didn't have the power to handle them you see. But the Saturn, that's a completely different bundle of bits. It can handle *anything*. Which is why all these PC hits of yester-year keep appearing on it you see.**

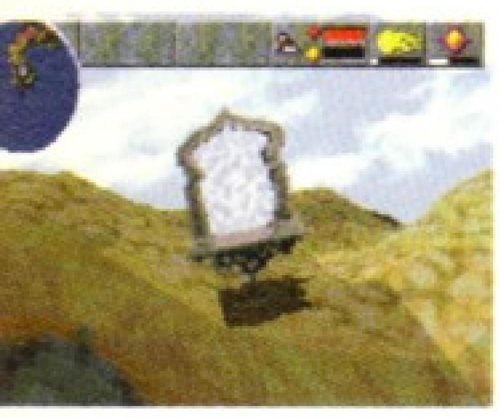
But, that's not necessarily a bad thing. Especially when some of the titles being converted are among the best PC titles around. In fact, at its time of release, Magic Carpet was not only the best game around, it was the most original too. And, instead of plumping for the obvious let's-just-get-the-conversion-out-of-the-way option, Bullfrog have taken the game back to the drawing board and made essential changes to the title.











For example, in the Saturn version of the game, there's 75 levels as opposed to the 50 found in the PC version. There's also a more friendly spell casting system and even a new spell to mess around with too.

But, in a way, that's all by the by. If you haven't already played the PC version, why should you care about a few extra levels? Nope, us console kids just expect the world on a plate. NOW. So it's just as well Bullfrog decided to include everything they possibly could.

Anyway, as a conversion, Magic Carpet is actually very good. As a game in its own right it's nigh on brilliant. The basic aim is to whizz about on your magic carpet, building castles and killing enemies in order to restore the world's power equilibrium. But of course, when you're playing the game, it doesn't feel as though you're part of a moral army or anything. Nope, you just want all the power for yourself, and all the other wizards in the game *deserve* to die.

To gain more power and expand a castle, balls of mana must be collected. These are distributed whenever enemies (usually in the form of huge slugs, dragons, bees or trolls) are destroyed. Mana can also be stolen from other wizards (hang around while they're busy blasting enemies) and transported back to your own castle. This is done via the balloon which comes free of charge with every new abode. Of its own accord it will fly about collecting the manna and depositing it into your castle. Once enough is collected, you'll be able to expand your empire and ultimately, take over the world!

In all, there's 75 worlds to conquer and after the first few levels have been completed, the action becomes quite difficult, with enemy wizards stealing your mana at every possible opportunity. However, there's plenty of spells to discover which counteract the difficult nature of the game, and if you're in any way partial to a bit of strategic-type blasting, there's no doubt that Magic Carpet will suit you down to the ground. And if its looks are anything to go by, it's certainly up there with the best Saturn releases of the day. I'm still a bit dubious about those very convenient "mist" effects which do a fine job in disguising the poor screen update, but for the most part, the graphics are really impressive, featuring huge sand bugs, detailed berber towns and plenty of varied landscapes. Music-wise, it's pretty sparse, but it seems as though this is the way the music guys wanted it – Aladdin-style snake charmer music suits the action down to the ground.

In fact, in every department, Magic Carpet is a quality and engrossing release. The only disappointing feature is that there's no link-up option or two player game – which was one of the best features in the PC version. However, the fact that this has been replicated on the Saturn in most of its original glory is reason enough to buy the title, although it should be pointed out that instant gratification fans may find it a bit tedious to begin with. But don't worry about that – it soon grows on you.

Of course, Magic Carpet remains an original concept on the Saturn, and although there are games such as Firestorm that you can roughly compare it to, there's no doubting that this is something of an essential purchase for all techno-hungry Saturn owners. A top quality title indeed.

SAM HICKMAN







Quick! Get that ball of mana now, otherwise that thief is going to pilfer it! And watch out for the archer on horseback too, otherwise you'll end up getting hit!



This guy appears from the depths just to breathe lightning upon you. Nice.



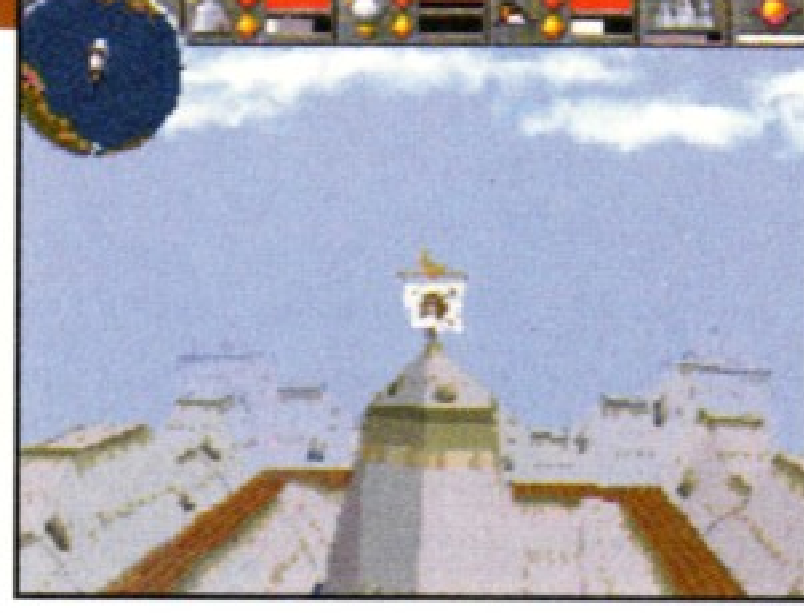
An enemy wizard prepares to attack your balloon. See him off with firepower.

# Magic Carpet



## SWINGS AND ROUNDABOUTS...

There's much menu-accessing to be conquered in Magic Carpet, and it has to be said, that when first playing the game, it can become a bit tedious. In fact, to even lay down a castle (which is the first thing you'll have to do in the game) you'll need to pick up a spell, access your menu, highlight the castle, exit the menu, find a suitable venue, then shoot the spell to make the castle appear. Oh, and don't forget to access the menu again, change it to a different weapon, exit the menu, then fly on your merry way to more mana.









Your castle is under attack! Find the culprit immediately, or he could blast it to the ground!



Worms are fairly easy to destroy, but they're also very irritating.

**An original concept that will suit most gamesplayers, with a high challenge and some of the best flight-graphics yet seen on the system.**

| | |
|---|---|
| graphics | 89 |
| sound | 82 |
| playability | 90 |
| lastability | 90 |

overall

**90%**

**REVIEW**

| | |
|---|---|
| BY | CAPCOM |
| PRICE | £44.99 |
| STYLE | FIGHTING |
| RELEASE | APRIL |

## Wearing their primitive primate tendencies on their sleeves, the Alpha males (and females) of the World Warriors crew are making a welcome return to the home gaming scene. Are they still top banana?








**Streetfighter 2 is the Richard and Judy of the videogames world. It's hard to believe it's been around on the scene for so long and still retains such fervent popularity with the same audience, whilst still picking up new fans along the way. Indeed, it's over five years since the launch of the original Streety 2 coin-op, and since then we've seen approximately ten hundred billion different updates and conversions of the game spewing themselves across arcades and home machines the world over. Since Streetfighter 2 was first launched the Ayatollah Khomeni has died, the Criminal Justice Act has been passed into law and EastEnders has started showing three times a week. Indeed, the only certain certainty of the last half-decade has been that Capcom would never get round to releasing a possibly myth-busting Streetfighter 3. But, perhaps realising their rather slack attitude concerning a new Streeto happening, Capcom have finally presented fans with a much-requested follow-up. Although strictly speaking it's a leap back into the mists of time, set just before the events of the popular sequel to the unpopular and completely forgotten prequel. It's called Streetfighter Alpha and it features characters from both previous SF games, along with participants culled from old Capcom fighting games such as Final Fight, and a sprinkle of all-new chop socky practitioners to sustain the audience-defying longevity of the series.**







But it's not just the new cast that makes Alpha a departure from the classic SF2 format. This game has a totally new graphical style, with far more anime-esque characters and far smoother animation. Indeed, the animation warrants a special mention, as it's far more realistically three-dimensional than old Streetfighter. Gone is the walking-on-slippery-ice effect of yesteryear, these new fighters walk, fight and fall with a believable depth (for a 2D game).

This spirit o'newness extends far beyond the reach of mere mortal graphics, too. The game speed has been upped, forcing quicker thought and reaction. There's a bunch of new gameplay options, including a smart Training Mode, which allows you to practice new combos and tactics against an inactive dummy opponent. And each of the existing SF mythos folks have been redesigned, with new moves added and familiar ones subtracted.

If you're a bit worried that all this sounds rather far-removed from the familiar SF concept you know and love, fret not. All the legend-establishing characteristics are in place, but they've been nicely augmented for the modern gaming climate. The action quotient is up, and there are far more impressive special features and visual effects to keep the eyes occupied.

As a game, there's not much you can fault Alpha on. The graphics are great, the sound's great, it plays very well. Indeed and it's tough enough to keep you going for ages even without a second player to hand. However, Capcom have done themselves the disservice of putting this pretty much head-to-head with X-Men, which is (albeit only slightly) the better game, thanks to its wealth of extra new features, such as the Vector Theory projectiles and Create a Combo rule.

Fans of Alpha have basically got themselves a pretty much arcade perfect conversion, and we'd thoroughly recommend getting hold of a copy. Fairweather fight fans, however, who are merely shopping for the best 2D face-puncher on Saturn, would probably be better off with Children of the Atom.

RAD
















# STREET FIGHTER ALPHA







Fighting is wrong. Why must men fight, daddy? Why can't we all just love each other and be friends?




That Sodom reckons he's hard, but he looks like a reet girl to me with that poncey fan.







Ryu lets us in to a rare moment of fireball development intimacy. Only in the pages of Hello!




Isn't it funny how Chun Li could throw fireballs in this prequel, and then forgets how to do it in Streetfighter 2, and only remembers the technique a couple of games later in Streetfighter Turbo? Anyway, here she is teaching Sodom a thing or two.










One of the many gorgeous super moves in full swing. Someone's in for a beating.





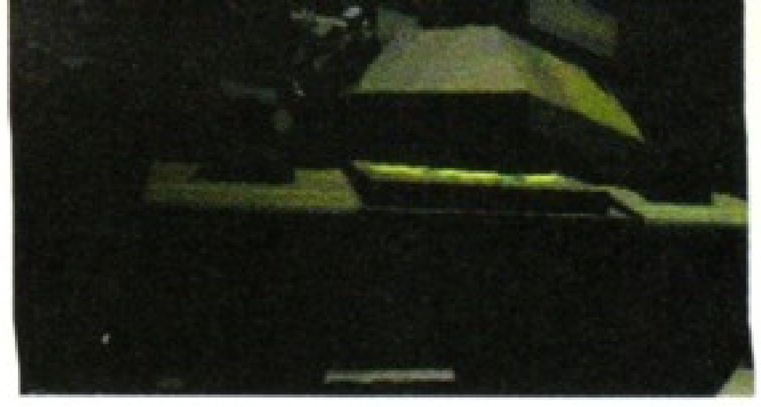


**Absolutely ace, one of the best beat 'em ups written in the history of the world ever. A certainty for pride of place in your beating legacy. Unless you've got X-Men already.**

| | |
|---|---|
| graphics | 93 |
| sound | 92 |
| playability | 93 |
| lastability | 95 |

overall

**93%**





REVIEW

| | |
|---|---|
| BY | CORE DESIGN |
| PRICE | £TBA |
| STYLE | SHOOT 'EM UP |
| RELEASE | APRIL |

**Yo dude. Word is, your ass is going down. And don't expect your homies to stick by you. Nope, they outta here. Hoo-ee are you in a whole lotta trouble. I'm telling you, in Derby, we ain't up for no Queens english. We talk like we from the Bronx. And if you ain't into that jive, we pump some rounds in you with our AKs. Word up.**

**Derby is in fact the home of Core Design, masters of the Mega-CD, sultans of the Sega Saturn. They already have a couple of Saturn titles to their name – Thunderhawk 2 and Virtual Golf. And actually, they don't talk like gangsta rappers at all really. In fact, they're all very well spoken thankyou very much and they all clean behind their ears every single day too. So there you go.**

But, even though they're all quite posh, they do know about everyday life on the street. They really do. And it's all because they've created Shellshock, a badass tank game with attitude and plenty of streettalk. Based in an age where law has broken down, vigilante groups take to the streets to curb evil groups in tanks, hell bent on destroying just about everything. The atmosphere is very LA-esque with sirens galore and plenty of bleak, bland landscapes.

Of course, you play the rookie with everything to prove in this adventure, and take pole position in the tank, blasting every enemy that dares to stray into your path. The area which the game is played is actually quite enormous and the player is able to crash and crunch their way through the levels in any way they like (avoid the water otherwise you'll drown), with an on screen radar alerting you of tanks in the area. As you'd imagine this is initially a brilliant laugh, especially as your tank is able to reach quite a respectable speed, feeling more like a hovercraft than a cumbersome heavy thing.

However, it's after only a short time that it all becomes rather dull. And contrary to the designers' hopes, all the homie banter and movie-cut interludes don't make for a tense atmosphere at all. In fact, they have a tendency to become rather irritating – the characters' mouth movements don't match up to the dialogue at all and the accessing time between conversation responses is quite painful – you can actually hear the CD whirring away while it's attempting to access the next part of the conversation. Plus, the voices and dialogues chosen are a bit weak – interludes about the origins of Bladerunner read out by Trevor McDermott doing homie. But in a way that's all by the by – just a mere extra to the stonking gameplay, yes? Er, maybe.

As Shellshock was developed by the same company who brought the amazing Firestorm to our systems, it's only natural that we expected something a bit special in Shellshock. However, the finished goods are a bit on the average side. While the landscapes are very erm, urban, there's not much detail on them, and the music used on each level doesn't induce much of an atmosphere to the proceedings. Plus, although there's plenty of tanks to unleash your mighty power upon, it feels like there's not much to do in each level – as if there should be something more to complete. Also, your navigator only seems to relay information when you're hit by something, making the game's atmosphere seem rather flat.

But, at least this is an attempt to bring a next generation blast 'em up to the Saturn. And if you're not too bothered about the exact movements of a tank or replicating authentic sounds of shellfire and warfare, then Shellshock could prove to be a worthy title. However, it's not in-depth enough for universal appeal, and could have done with a much more chaotic atmosphere with less emphasis placed on attempting to be cool – an element which has given the game a rather cheesey aroma.

SAM HICKMAN




In the later levels you'll also get to have a go at helicopters – although they're much more difficult to destroy.



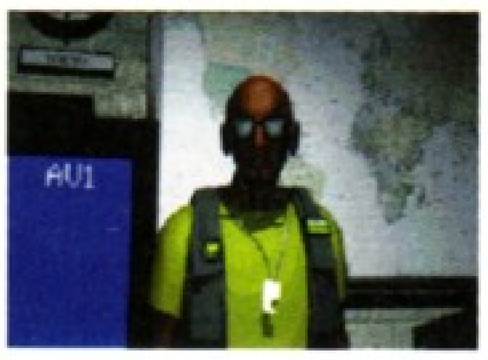
As soon as you see a tank, blast it...



...Before it blasts you! Sounds easy but it isn't.




This is your mission briefing, although it's not half as complicated as it looks – just shoot everything you see.






Once you stray into the crossfire of an enemy tank, it's very difficult to get out of the way – the best thing to do is reverse, while shooting for all you're worth!




# SHELLSHOCK






Ow! We've been hit! Let's get the funk outta here while we still have our lives!







A good blaster which lacks any real depth, resulting in limited lastability.

| | |
|---|---|
| graphics | 78 |
| sound | 79 |
| playability | 71 |
| lastability | 70 |

overall

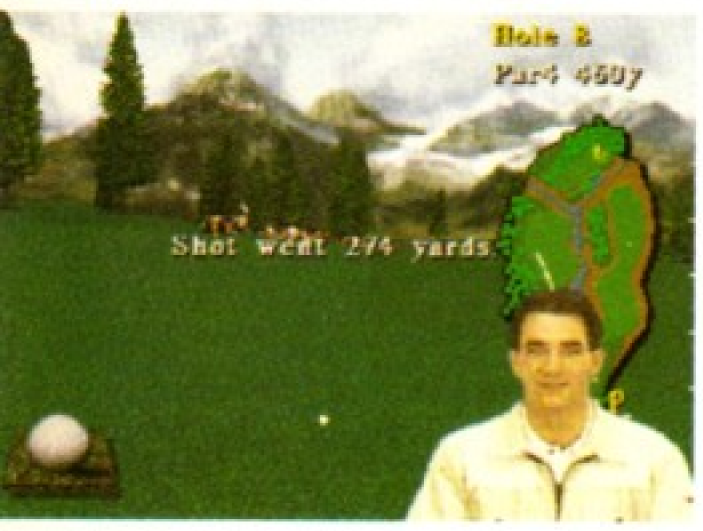
70%

| | |
|---|---|
| BY | VIRGIN |
| PRICE | £TBA |
| STYLE | SPORTS SIM |
| RELEASE | TBA |

**Golf is experiencing a bit of a Renaissance on the Saturn at the moment. Valora Valley Golf arrives determined to shake the whole genre up a bit, but bearing some remarkable similarities to one predecessor in particular. Is it a success? Or are we looking at a bit of a recycling trick?**

Golf sims have been arriving quite frequently to the Saturn of late. We've had Pebble Beach Golf, World Cup Golf, Virtual Golf and now, bringing the whole parade full circle is Valora Valley Golf, a game that uses the same basic engine as Pebble Beach. Don't let that put you off too much though because, rather surprisingly, Valora Valley Golf is quite good fun. Admittedly, some of this might be in its unintentional cheesiness, what with golf balls that turn into tornadoes and courses that see you negotiating lakes of lava. But these idiosyncrasies aside, this is golf in its traditional guise and it works quite well, using all of the same techniques as Pebble Beach Golf, including stance, icon style and so on, yet avoiding some of the more glaring floors in its predecessors gameplay.




The main event so to speak, is the Devil's Open which is an 18 hole journey into some very challenging and bizarre courses that see you working your way to a green sitting on the plateau of a mountain, or a green based on an island, or negotiating valleys and nasty sand traps, or trying to weave between huge concrete pillars. Valora Valley Golf runs the risk of being a little too eccentric, but it manages to avoid becoming frustratingly difficult by balancing the bizarre with the standard course characteristics like the fairway, the rough, and the traditional green (if a little more bumpy at times).

As has been mentioned, the control method in Valora Valley is basically identical to Pebble Beach Golf. This means that you'll need to make the usual adjustments for direction, choosing clubs and preparing your stance. When you reach the green a grid appears to convey the contours and there's the familiar little info box telling you the distance and slope. What's different is the power bar and it's something that seems a bit confusing at first. Rather than display the yardage of a full power stroke, all it has are four mysterious tags; fire, cyclone, warp and psycho. As you soon discover, these come into play when you hit the power bar just right. Hit one of these on the return and you'll pull off a special shot. The lack of ability to gauge how far your shot is likely to go seems frustrating at first, but you quickly get used to simply using your eye to judge exactly how much power is needed.

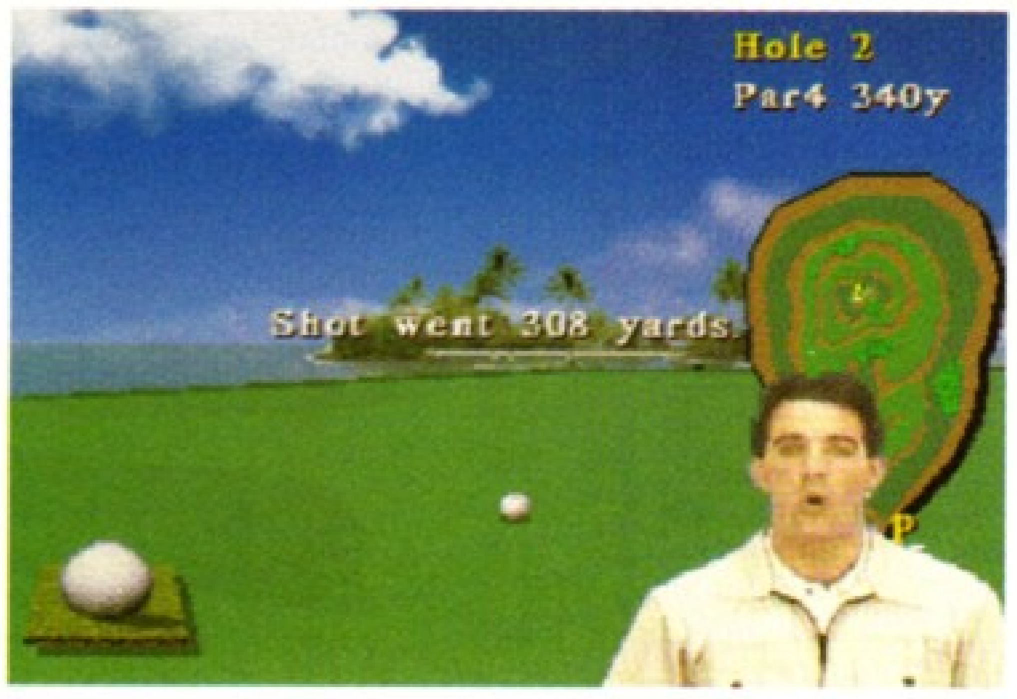
One of the disappointments of Valora Valley Golf is that there are no other courses to choose from. Whether you're in the Open, in Skins Play or Tournament Play, it's the same 18 holes. Another is the rather useless choice of four golfers — two male, two female — whose different attire and hairstyles are poor substitute for the fact that they all play the same. Even more pointless is choosing your caddy, although it's quite amusing when they pop up sporting a cheesy grin to offer you a compliment like "nice par" or "great drive".

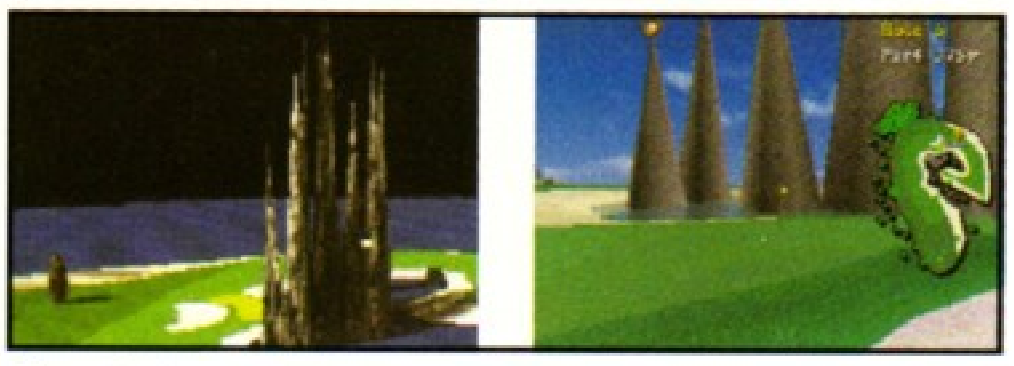
Valora Valley Golf doesn't quite match the more playable Virtual Golf, but because its courses are more unusual and thus more challenging it gets the better of the other golf games currently available on the Saturn, including its earlier incarnation, Pebble Beach Golf. Not a classic by any means, but golfing fans with an eye for something different, or even golfing fans with a taste for the Satanic will be sitting at the 19th hole satisfied.

ROB BRIGHT




As the flames lick higher in the distance, our golfer contemplates sin, redemption and whether to use a two iron.



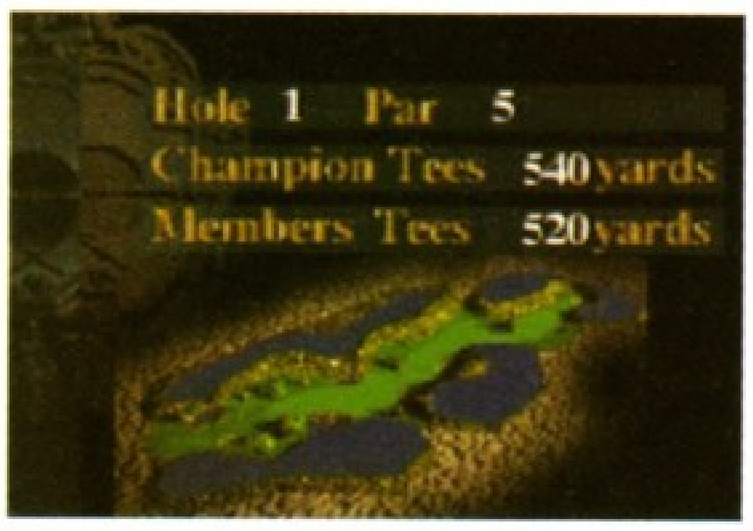



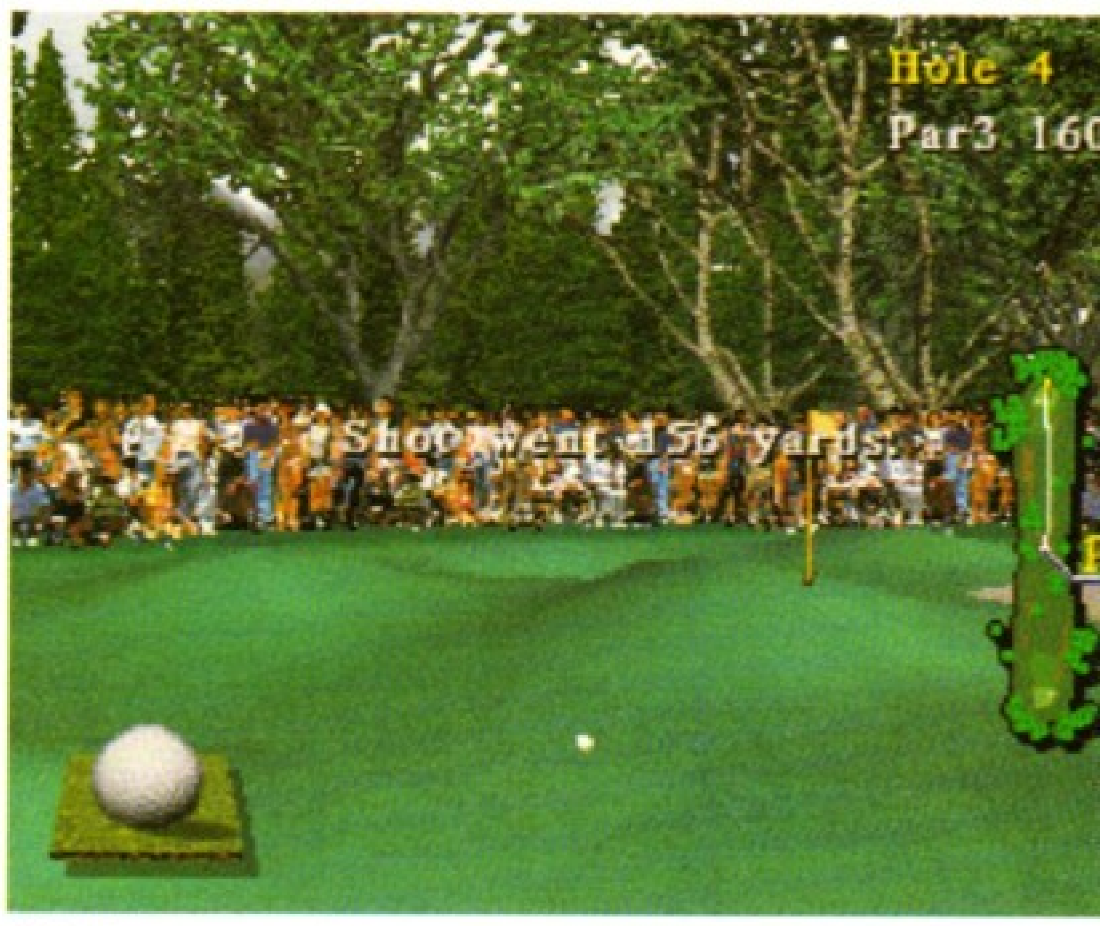
Above is the very unique and spiky hole 6. If you're a daredevil you'll risk going for the short cut through them.




A stream in the middle of the course makes hole 8 one on which your first drive will have to be very precise. If you want to finish with a birdie or on par, you're going to have to be on the green in two shots.






Hole 4 sports one of the bumpiest greens you are ever likely to see. You're going to have to make some inspired judgements here I can tell you.

# Valora Valley GOLF



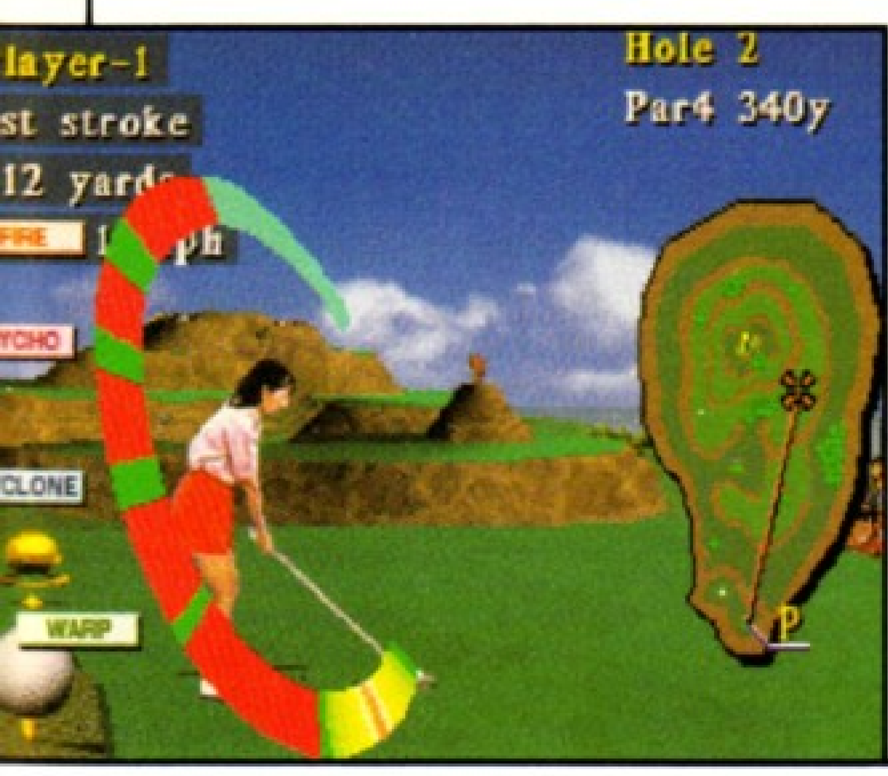

One thing that golfers are never short on is an ability to find the most tasteless items of clothing in the entire galaxy. Cooper here plays it conservative with his Farah slacks.




This hole is flanked by lakes on either side making a straight drive essential. If you end up in the water you drop a shot.

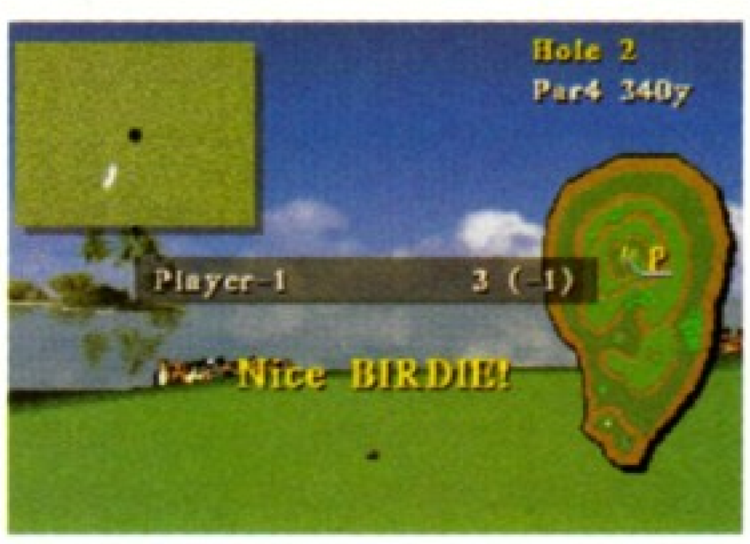
## POWER OF THE DEVIL!

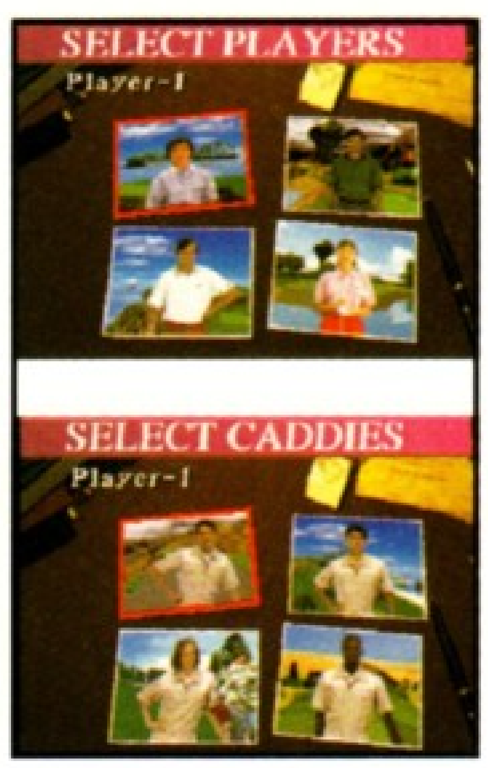
Warp? Psycho? Cyclone? Fire? What does all that mean then? It is in fact the Devil's own supernatural talents coming into play. If you hit the power button just right, then one of these super shots makes itself available. With fire, the ball spontaneously combusts and drives through anything in its path. With cyclone, the ball does much the same thing except it travels along the ground. Psycho sees the ball throbbing, although what exact difference this makes is a bit of a mystery. Probably the best of the special shots is warp which causes your ball to disappear only to rematerialise on the green. Getting the knack of using these specials takes a bit of time, but when you do it offers you tremendous advantages.

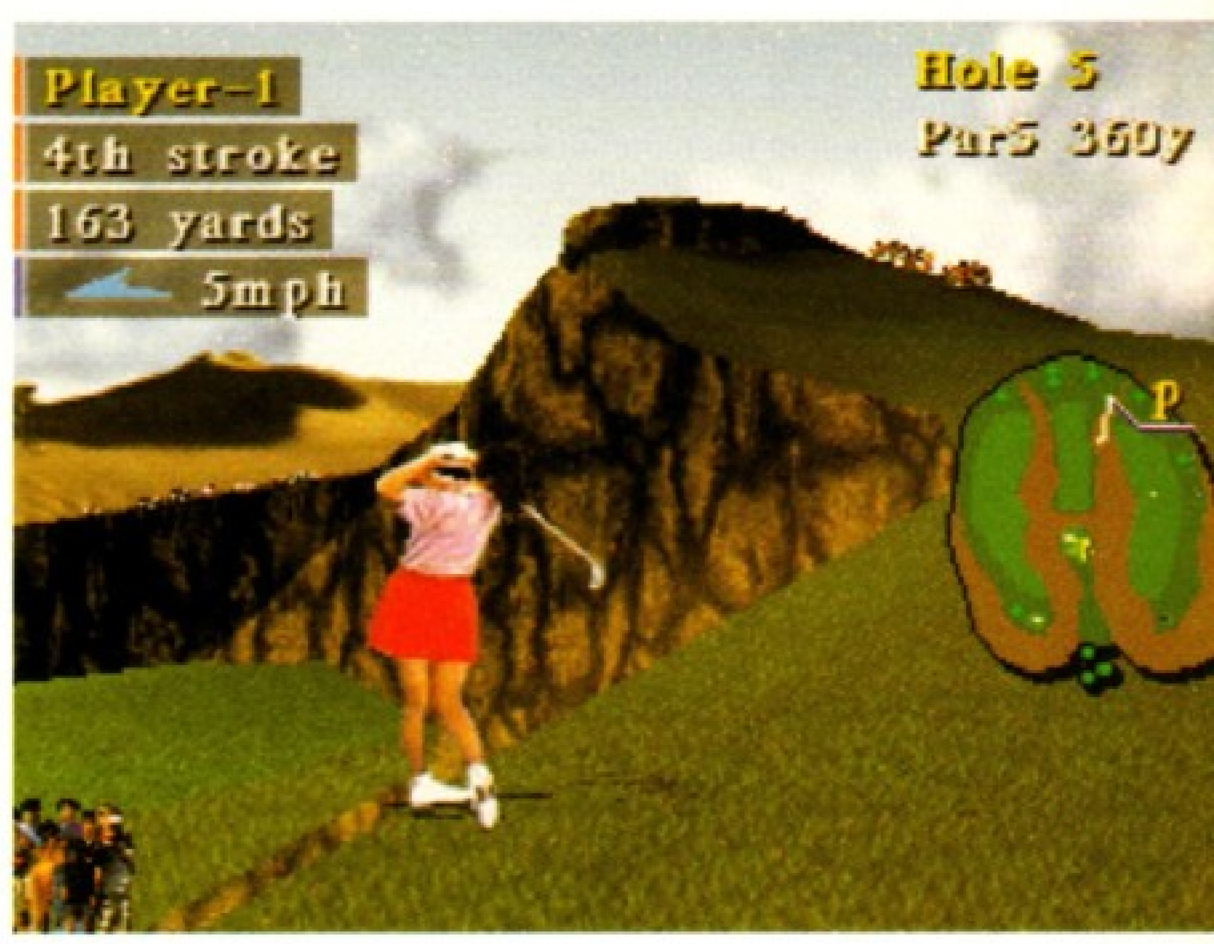


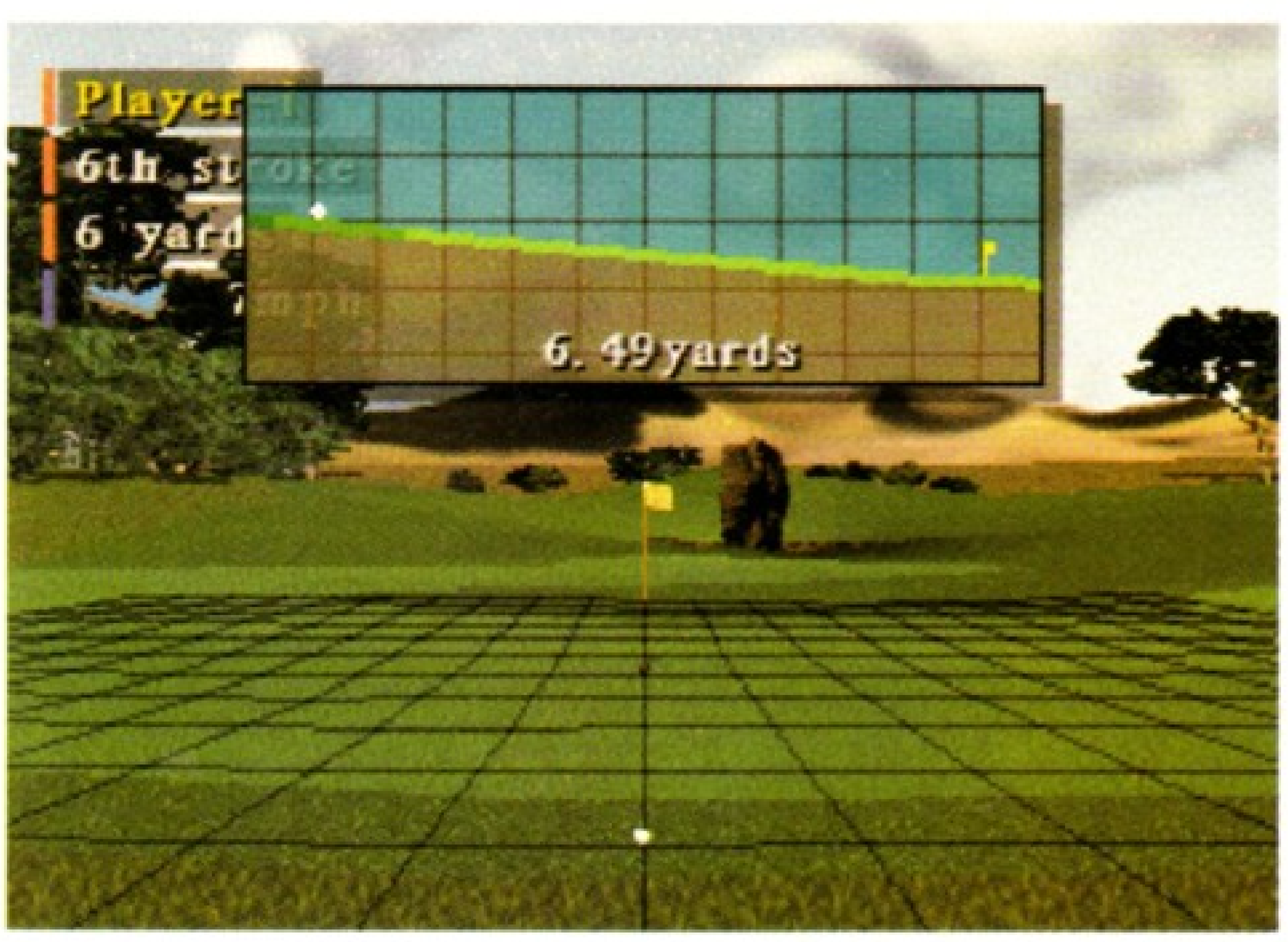




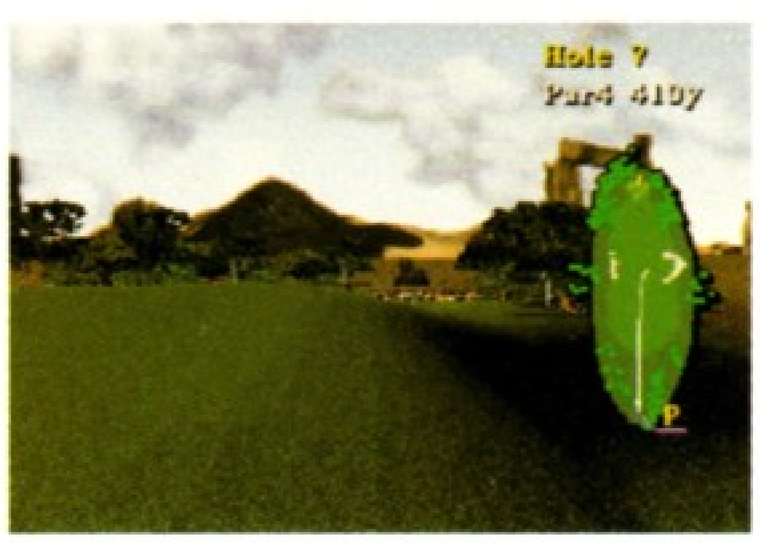



Once you're on the green a map with the gradient and distance automatically appears. You're going downhill here so it'll have to be a gentle putt. The grid shows any bumps that you would otherwise be ignorant of.







**Not the best of the golf sims available on the Saturn but an amusing game, helped by a slice of originality.**

| | |
|---|---|
| graphics | 78 |
| sound | 75 |
| playability | 73 |
| lastability | 72 |

overall **74%**

| | |
|---|---|
| BY | SEGA |
| PRICE | £TBA |
| STYLE | RPG |
| RELEASE | APRIL |



## The famous Megadrive series makes it to Saturn. But is the Shining concept getting a bit long in the tooth (ha ha, tooth, wisdom, you see?)? Or could this be the first popular Megadrive range to make a sensation on Saturn?

**As soon as the Saturn came out, mags such as our own were swamped with letters asking after the prospects of favourite Megadrive brands hitting 32-BIT. Sonic, Streets of Rage and Shining Force being the main three points of interest. Well it was only a matter of time before at least one of them managed to make the transition, and this is the end result. Not just another Shining Force game, this is a re-vamp of the Shining Formula.**

Set years after the events of the previous Shining games (like anyone really cares about the time frame) you play the son of a great (and dead) knight, ready for his first day at the office. After nobly decking your aged grandfather upon his own bizarre wishes it's time to guide the wannabe warrior to the king's castle, evading or knacking the roaming beasties along the path. It's in the process of decking said roaming beasties that the player notices the first advancement along the Shining path. The combat system, time-consuming war game-style backbone of previous Shinies has been replaced by a more arcade-friendly press-and-slash goings-on. Immediately this increases the pace of gameplay about a hundred fold. Which means there's more game time to concentrate on that all-important centrepiece of any decent RPG, the plot.

Obviously this could be a bad thing. After all, if you couldn't give a stuff what happens to Bolric and his Elves you're unlikely to even wade through the reams of text, let alone tackle the puzzles in a game. But Shining Wisdom excels here on two levels. For starters, the plot is fast-moving and intriguing enough to sustain your interest, and secondly because there's such a huge degree of interactivity. Non-player characters do waffle on a fair bit as you'd expect, but in Shining Wisdom you're given the chance to reply (in affirmative or negatory terms) to all their questions. This means you've got more scope to change the direction of the plot than by whether or not you win a battle or find an object. Basically this has transformed the more strategy-based Shining engine into a more in-depth role-playing animal.





Existing Shining Force fans shouldn't be disappointed – after all the series began life as a first-person perspective dungeon exploration game called Shining in the Darkness, which was crap. And it was the first game I ever reviewed in my life, so I'd know. What Wisdom represents is the kind of step forward required to take Shining games into 32-BIT.

Obviously if you're a die-hard anti-RPG campaigner Shining Wisdom has little chance of converting you. It hasn't got the amazing graphics of D or the gore-centric risqueness of Snatcher to tempt the more vicarious thrill-seekers over. But it's nowhere near as sedate as you'd believe. The plot evolves rapidly, there's a lot of running around and fighting monsters and very little waiting around. Even reading important clues and bits of plot is made more fun by being able to speak to the other characters (a bit).

Hopefully this is the first of many Shining games to hit the Saturn in the future, as it's ace. Though perhaps Sega could attract a wider audience by bringing out tiles based on the same engine but without the almost passe swords 'n' sorcery fairying about that puts a lot of players off.

RAD









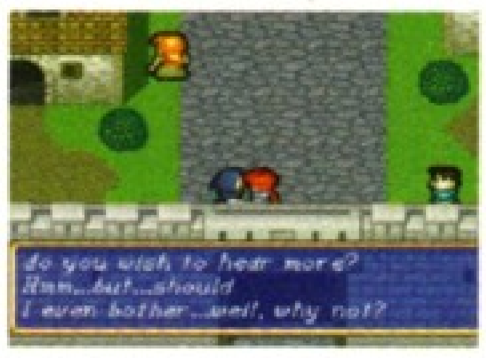


That red-headed chap is you. This game would be better if you didn't play a ginge.



Even the villains in Shining Wisdom look sweet. Like this little bouncing elf.

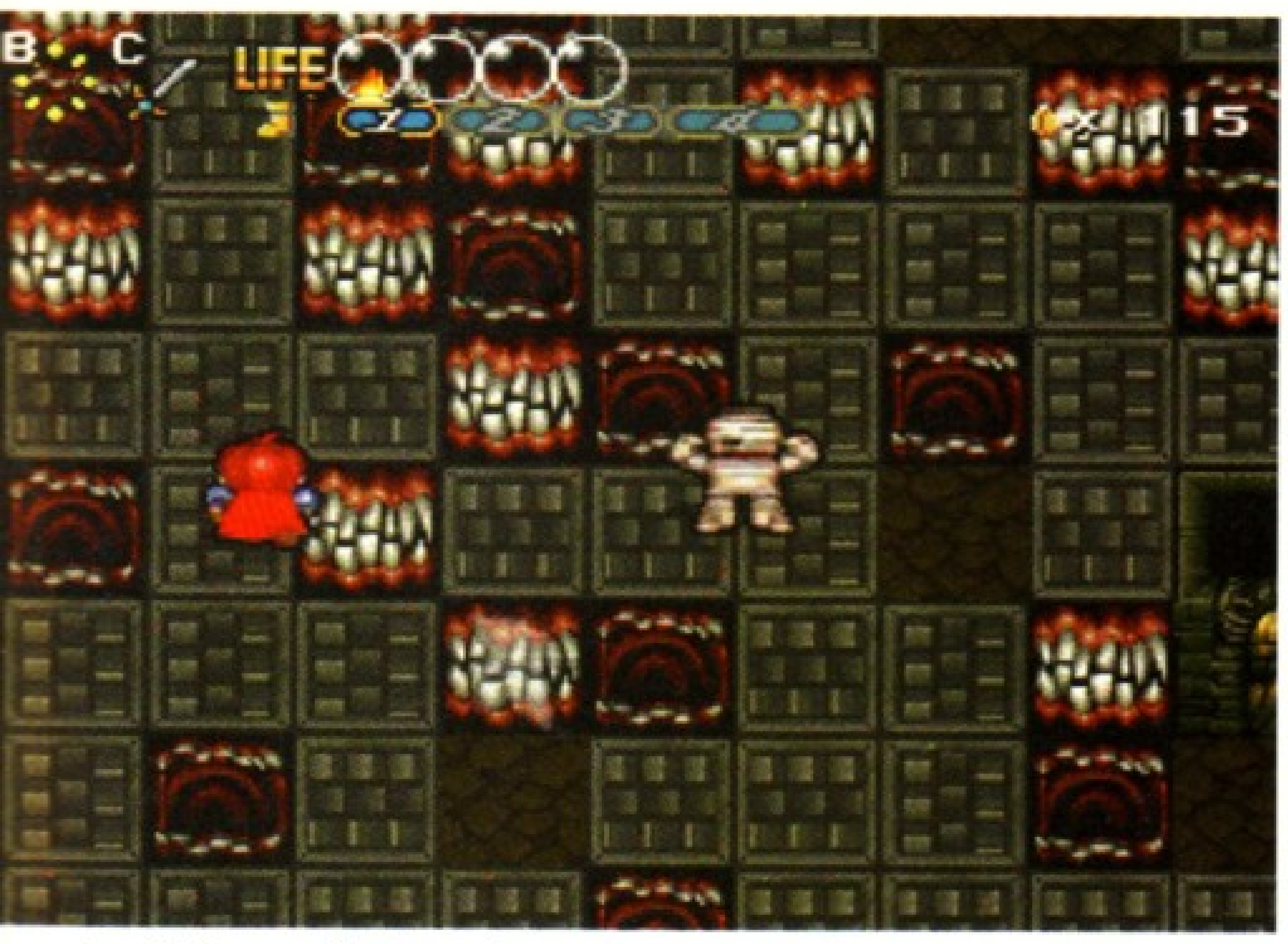








# Shining Wisdom



Despite its overall cutesy value, some moments in Shining Wisdom are a bit icky, like these gnawing jaws of Lucifer.















Remember kids, a true hero is always up for giving away his last Rolo in acts of saintly generosity. But then that's why they're fools who are eaten by monsters for nothing.




Oh my God! Shining Wisdom features an eerie flashback scene sure to freak out hard-working members of the Saturn Mag team all too used to this vision.

**Better than having your fingers screwed to a table by a long chalk.**

| | |
|---|---|
| graphics | 72 |
| sound | 78 |
| playability | 91 |
| lastability | 93 |

overall

88%

# CHECKPOINT 2

## PREVIOUS LEADERS WIPED OUT COMPLETELY BY NEW HYPER RACERS!

The heat is on!. Poor old Leonardo Trovatori, last month's leader, must be a bit upset this month, because he's not even in the Top Ten. In fact, his old time of 3.16.78 looks rather poorly in comparison to some of the new Hyper mode onslaughts, some of which have knocked an incredible *ten seconds* off the previous record. Only Ian Davis remains from the previous chart, weirdly enough in exactly the same position after cutting his time back quite severely. But we know you can all do better than that. There's still a couple of months left for you to get your entries in, so get to those joypads and get cracking!

### TIME ATTACK RULES

Since the last issue there seems to have been a bit of confusion over the rules for the Time Attack. So we're going to explain them again just to clarify the situation. We're after one time, which is comprised of your times for ONE LAP of each of the first three Rally courses. You MUST play the game in Championship mode, NOT TIME ATTACK. NOT TIME ATTACK – got it? You can, however, play using one or three laps, taking your best SINGLE LAP TIME for each course if in three-lap mode. DON'T RESTART. The times you send in have to come from one consecutive game, not just the best three lap times you could get over the course of about fifty goes.

But we're not totally heartless. We will allow you to use the HYPER MODE and STRATOS if you think you're up to it. And while we're about it, when you're adding up your times, remember that there are only sixty seconds in a minute, so no more of this 2.80.90 that we've been having, which you may think is a good time, but is in fact crap, standing as it does at a more chronologically-correct 3.20.90

Right, once you've got your best three lap times for the first three courses IN CHAMPIONSHIP MODE WITHOUT RESTARTING, add them up, pop them on the back of a postcard and send them off to the following address – SEGA RALLY TIME ATTACK, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU, to arrive NO LATER THAN APRIL 2ND.

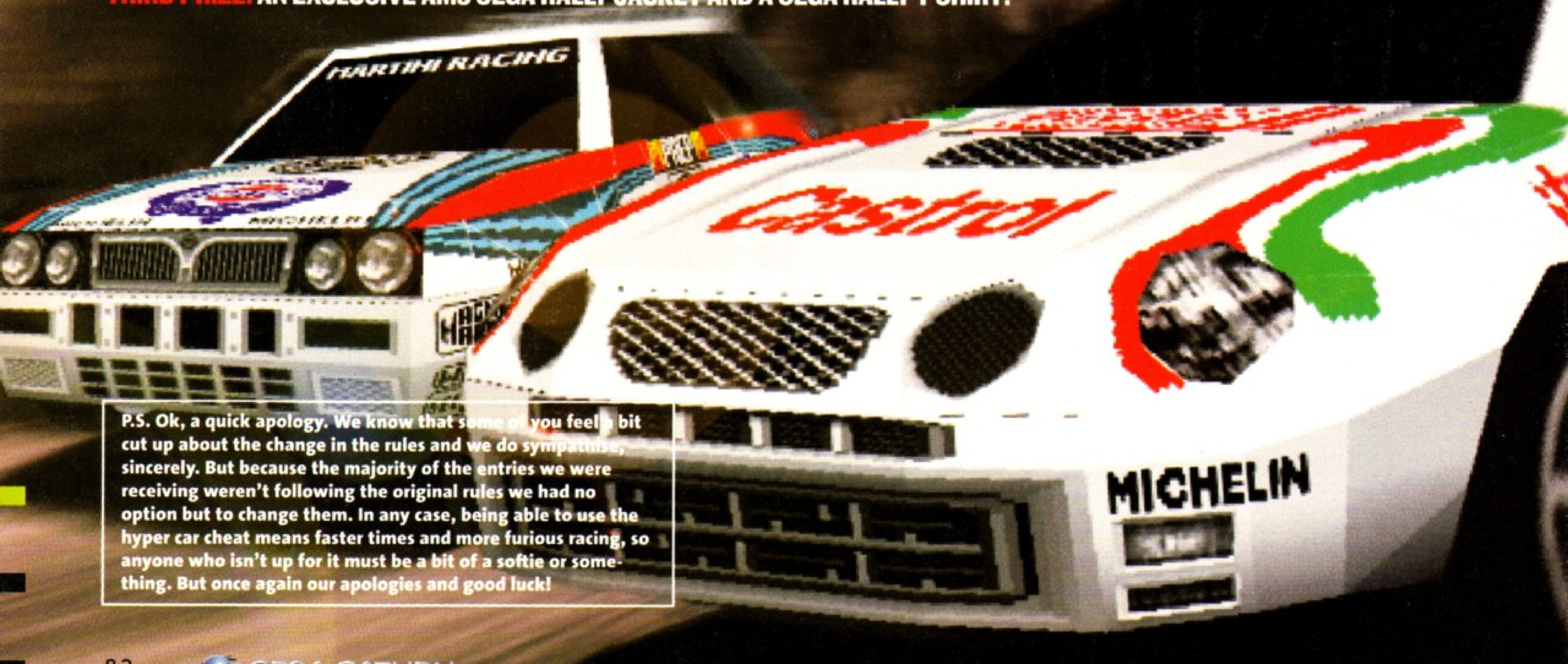
Remember that you're going to need video evidence of your conquest if you want to win, but DON'T SEND YOUR VIDEOS YET. And *please* don't ring us up asking the fastest times, because it takes us about ten years to sort this thing out as it is. How would you like it if we kept ringing you up every five minutes to ask what your fastest time was, eh?

### TIME ATTACK TOP TEN!

| | | |
|---|---|---|
| 1 | Dean Grahame, Dundee | 3.06.16 |
| 2 | David Lester, Bristol | 3.06.77 |
| 3 | Jon Pheasant, Matlock | 3.06.93 |
| 4 | Mike Peglar, Bristol | 3.08.61 |
| 5 | Tom Williams, Swansea | 3.09.22 |
| 6 | Mark Bates, Birmingham | 3.09.66 |
| 7 | Ian Davis, Eastbourne | 3.09.77 |
| 8 | Alan Holt, Burnley | 3.09.83 |
| 9 | David Parker, Marlow | 3.11.38 |
| 10 | Neil Christian, Leigh | 3.11.53 |

SEGA SATURN MAGAZINE SEGA TIME ATTACK 1996 SEGA RALLY TIME ATTACK COMPETITION

**FIRST PRIZE:** FREE SATURN GAMES FOR A YEAR, A SEGA RALLY JACKET AND A SEGA RALLY T-SHIRT!
**SECOND PRIZE:** TEN SATURN GAMES AND AN EXCLUSIVE AM3 SEGA RALLY JACKET AND T-SHIRT!
**THIRD PRIZE:** AN EXCLUSIVE AM3 SEGA RALLY JACKET AND A SEGA RALLY T-SHIRT!




P.S. Ok, a quick apology. We know that some of you feel a bit cut up about the change in the rules and we do sympathise, sincerely. But because the majority of the entries we were receiving weren't following the original rules we had no option but to change them. In any case, being able to use the hyper car cheat means faster times and more furious racing, so anyone who isn't up for it must be a bit of a softie or something. But once again our apologies and good luck!

| | |
|---|---|
| BY | BMG |
| PRICE | £TBA |
| STYLE | PLATFORM |
| RELEASE | TBA |

**Life as a platform game is proving quite treacherous on the Saturn. Expectations are high but the realities are far from it. Rayman's performance was lack lustre and Johnny Bazookatone's was utterly disastrous. Can Gex perform up there on the platform?**









**TV? Yea, I watch it now and then. Let me see, I'm up at about half past eleven just in time to catch the last of This Morning with Richard and Judy and when that's finished I switch over and watch Pebble Mill or whatever it's called these days but it doesn't matter so long as it's got Alan Titchmarsh or Judy Spires in it and then I watch the one o'clock news, followed by Neighbours and then it's a quiz show like Turnabout or Chain Letters and after this there's a bit of a barren patch for a couple of hours unless I'm prepared to watch some of the early Eighties Australian soaps like A Country Practice or The Young Doctors and then things hot up again with the late afternoon quiz shows switching from one on BBC 2 hosted by Paul Coia to either Countdown or Fifteen to One, depending on which is running, and after that it's time for the Neighbours repeat and then the news and then the evening schedule starts and... blah blah...The Bill...blah blah...Gardeners World...**

Sad isn't it? But TV slackdom is an easy thing to fall into, and in the case of Gex, such apathy has cost him dearly. Sucked into his TV by a mad insect professor, no doubt out for retribution for the amount of flies the voracious gecko has eaten as TV dinners, Gex finds himself wandering through platform worlds in search of a way out. The great irony is of course that all the routes of escape depend on the very TV's and remote controls that seem to dominate Gex's destiny.

On this plot introduction alone you are no doubt already beginning to make all of the usual assumptions regarding a platform game, and, unfortunately, they're all likely to be right. Gex is a platform game that offers nothing in the way of originality or surprises. The action is set out over several worlds, each with its own theme like Graveyard world, Jungle world or — wait for it — Cartoon world! Gex has to find remote controls to access new levels, beat up foes with his tail or tongue, collect golden flies and power-ups, and generally go about playing the genre by the book.

In an attempt to jazz up the gecko, Gex features lots of wacky samples from TV and films, putting the lizard on the cultural pulse so to speak, in an effort to give him an air of credibility. Instead, Gex comes across as a character locked in the sappy and dated world of the 'bodacious dude'. It's another example of how Gex succeeds in missing the boat, a boat incidentally that ought to be making its way to the less demanding shores of 16 bitdom.

To redress the balance slightly, I suppose I should point out that the graphics and animation are polished, that the game moves at a decent pace and that it's certainly playable, but while this is all true, none of these things make up for the utter predictability of it all.

Like Johnny Bazookatone before it, Gex looks out of place on the Saturn. That's not to say that platform games have no future in 32 bit gaming, rather that games as mediocre as this have no place anywhere.

ROB





**Standing atop a skull raft, Gex is given to contemplating his highly predictable and monotonous destiny. And none of the TV's are tuned in either! What a personal disaster.**





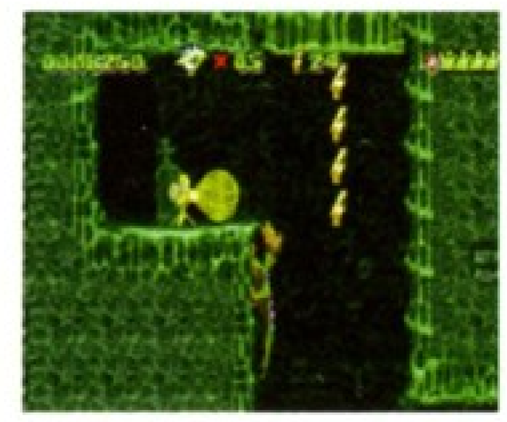


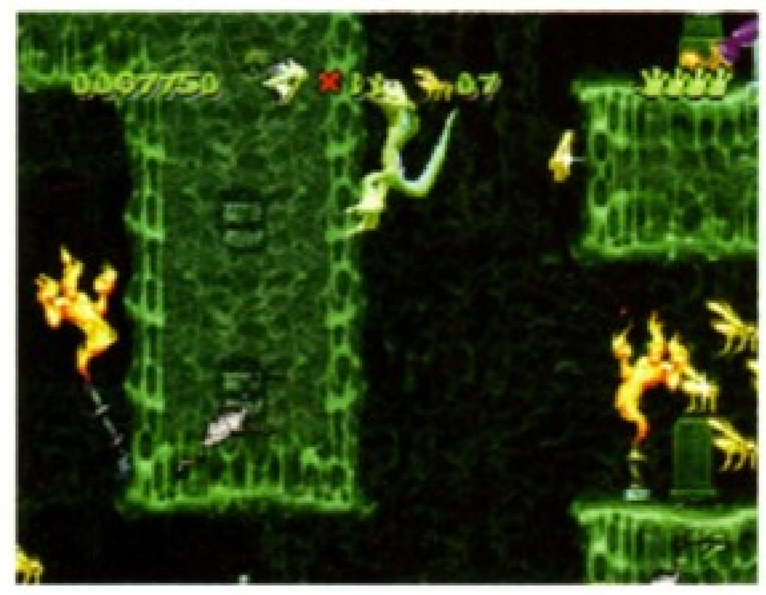





As well as crawling on walls and ceilings, Gex can also grip some walls head on like above.



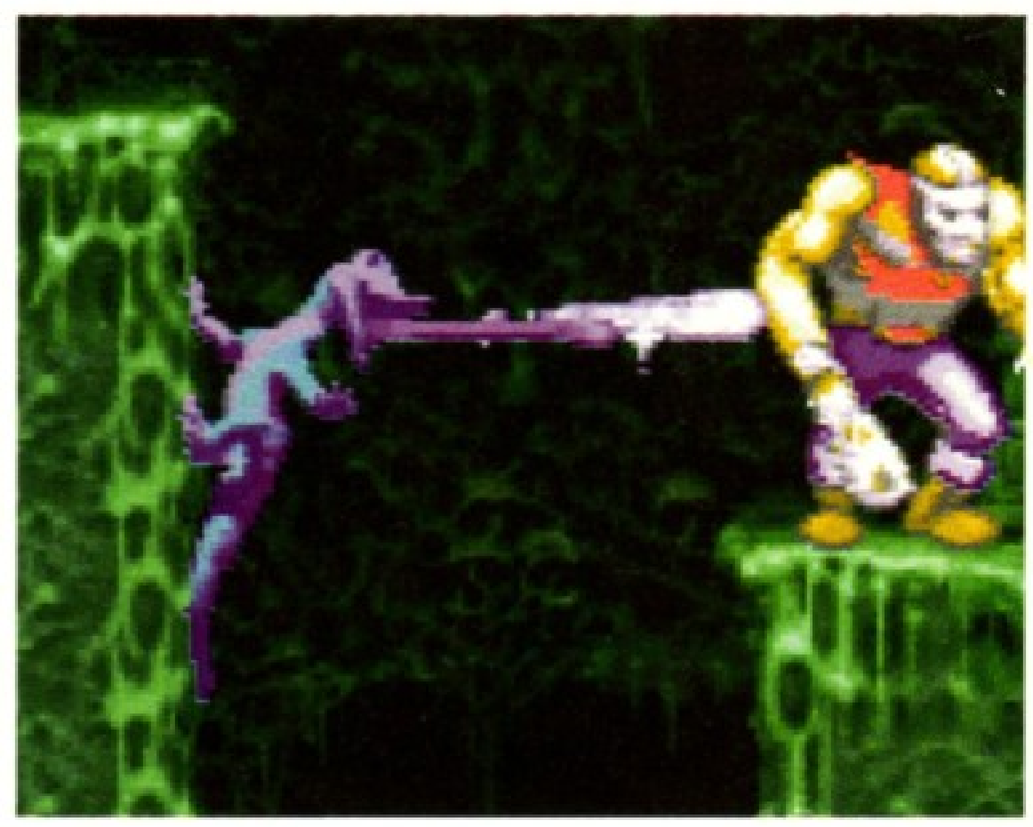






# GEX

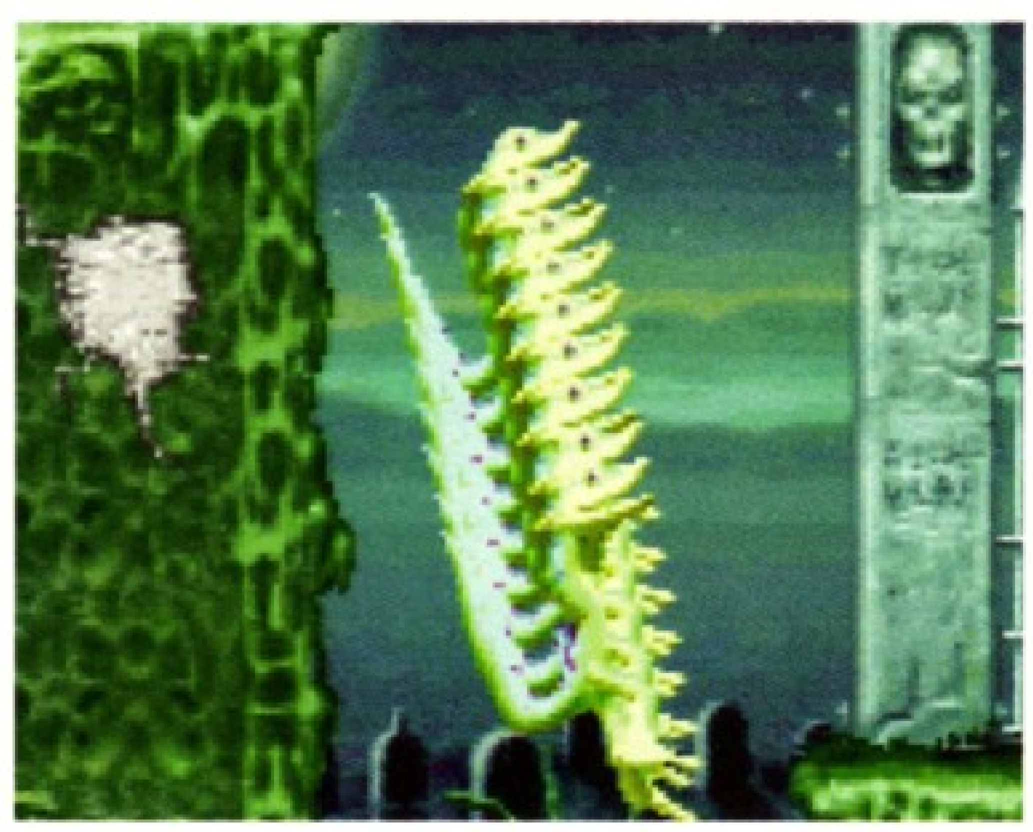






What ever you do in life kids, remember this; Under no circumstances trust a tomato.





Gex has a range of special abilities on offer to him. Among other things he can spit both fire and ice, envelope himself in an impenetrable whirlwind, and move at super speed.







Gex comes face to face with one of the games exceptionally odd characters.

**A run of the mill platform game with a rather lame hero and very predictable gameplay. Fans of Johnny Bazookatone will probably love it.**

| | |
|---|---|
| graphics | 60 |
| sound | 65 |
| playability | 64 |
| lastability | 58 |

overall

62%

TIPS

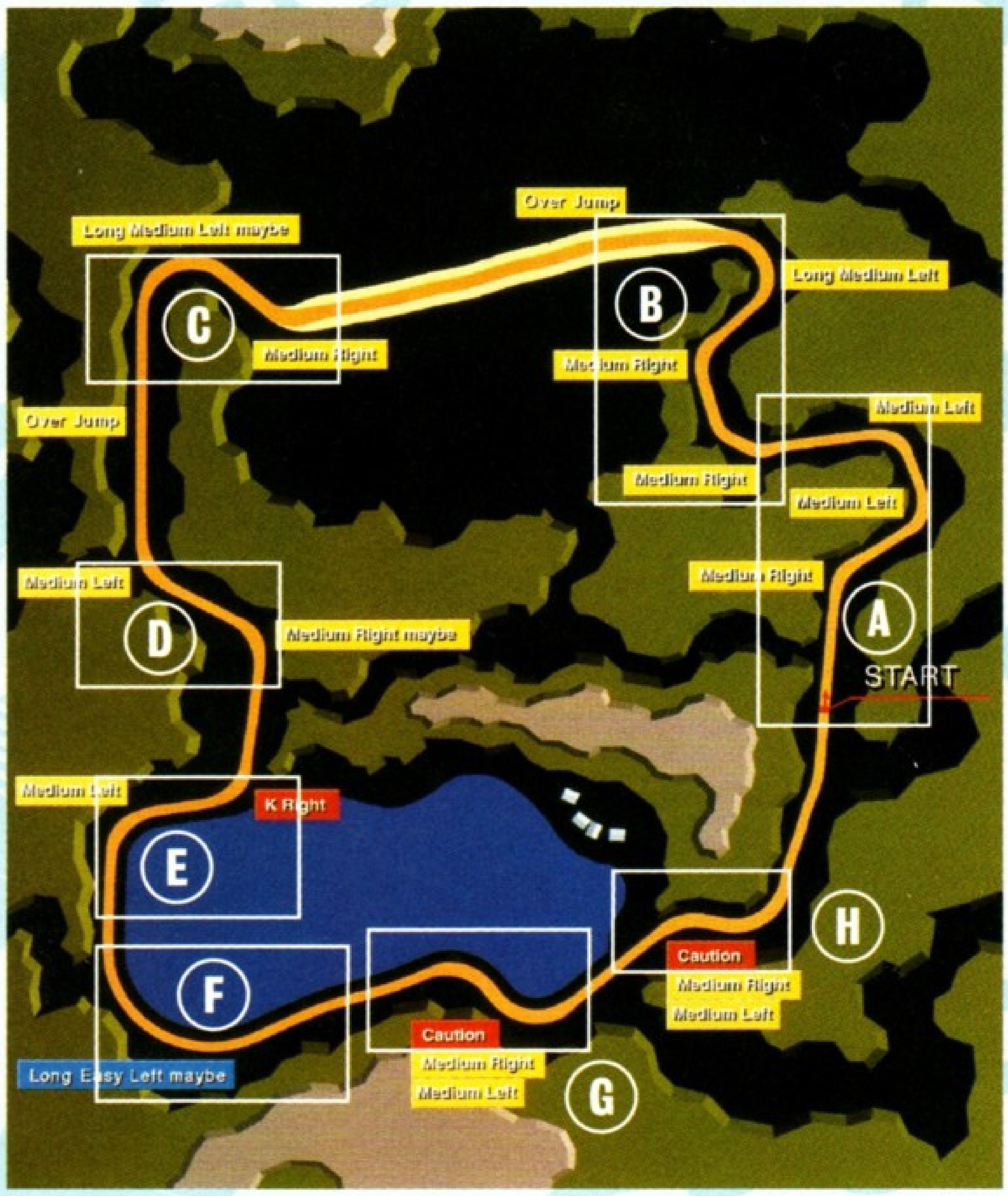
# LAKESIDE COURSE

SEGA RALLY CHAMPIONSHIP 1995

**VETERAN ROAD KNOWLEDGE 1995**

**ADVANCED DRIVING CLASS: PART 2**

**The Lakeside Course features more twists and turns than any of the others, and a special mention must be made of the road width; this course features the thinnest trackways of all and your powersliding must be exact; there is no room for mistakes! Once again, DAVID HODGSON is your guide.**




## LAKESIDE A

After a swift jaunt along the initial straight, you must position yourself on the left of the track for the first easy right. Strafe the right embankment before straightening up and sliding towards the left. Swing your vehicle around in a powersliding frenzy so you almost clip the side of the third bend before driving to the right-hand wall and positioning yourself up for the second set of bends.



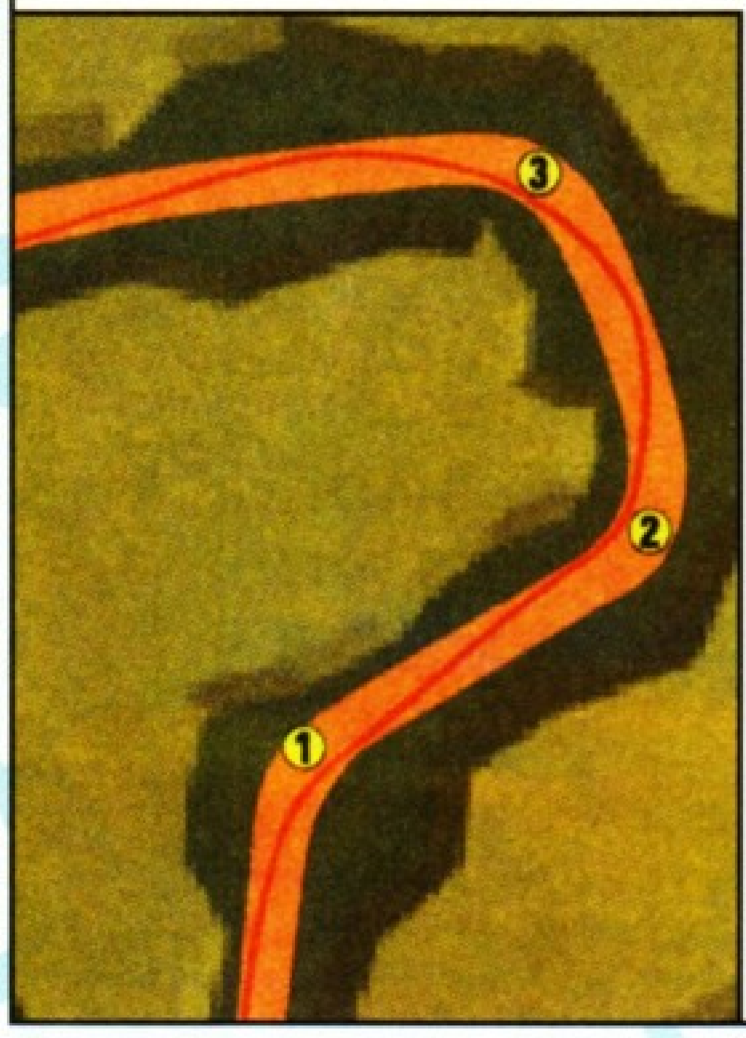
First corner; and time to hug that fence!



Grapple with the wheel, and slide left...



...keeping your cool and zooming away!

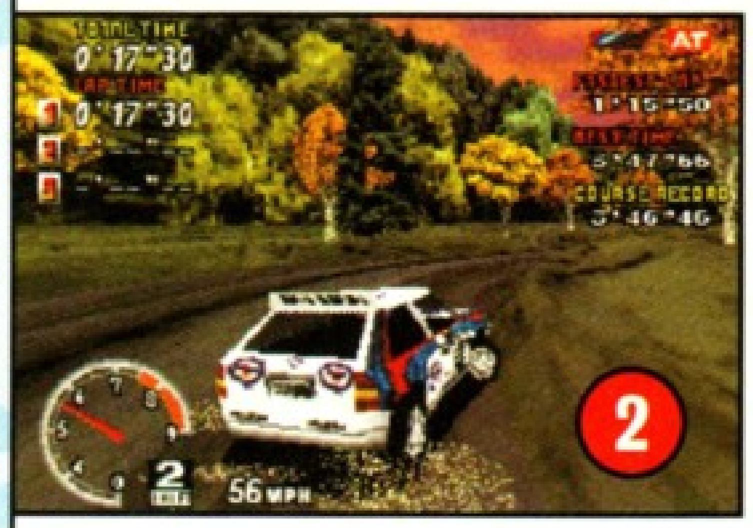


## LAKESIDE B

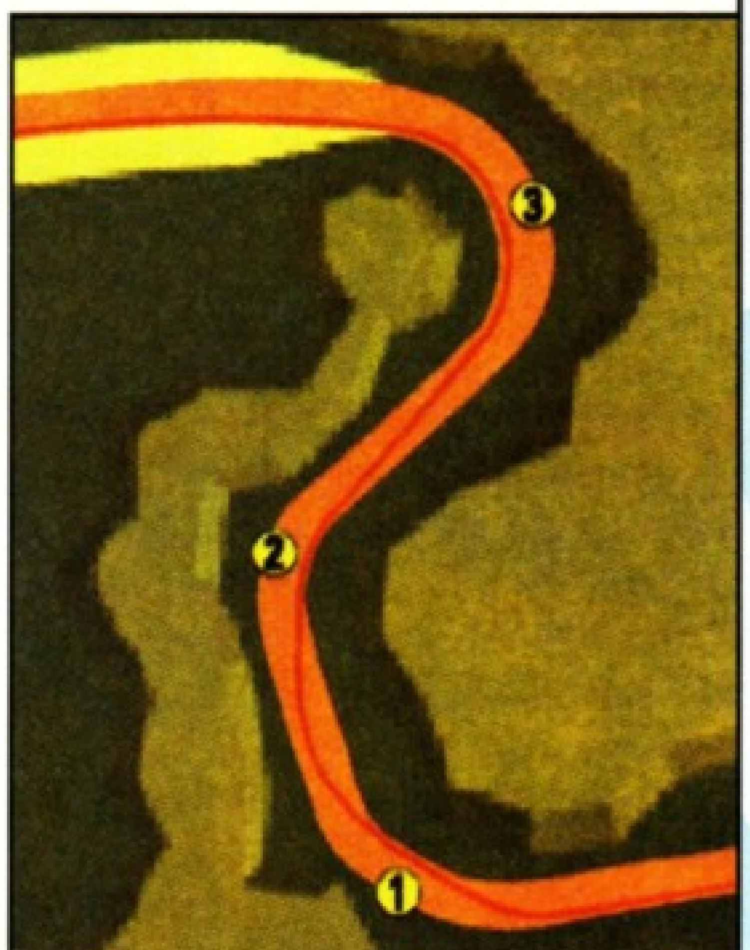
A narrow and fiendishly twisting road. Swing left before righting yourself quickly to take the slightly sharper second corner. Drift from right to left and then head for the left bank, sharply powerslide completely around the left turn in the road.

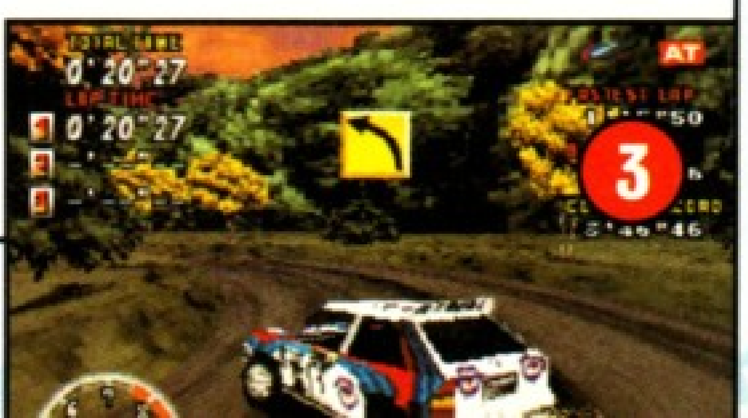


Remember to pre-ept your corner...



... and slide close to the embankment!





## LAKESIDE C

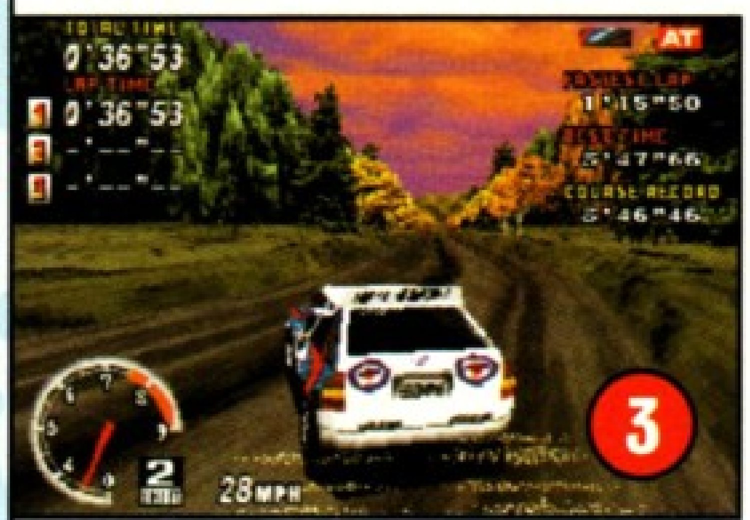
You must take the next corner extremely wide, hugging the left before switching to the right almost immediately. Now comes the fun bit; as you must really rocket around the second section in one huge powerslide. This really separates the professionals from the amateurs, as any deviation from this racing line could lead to a spin out and a nasty spot of buffeting around the raised embankments. Then it is onwards through the next straight... to victory!



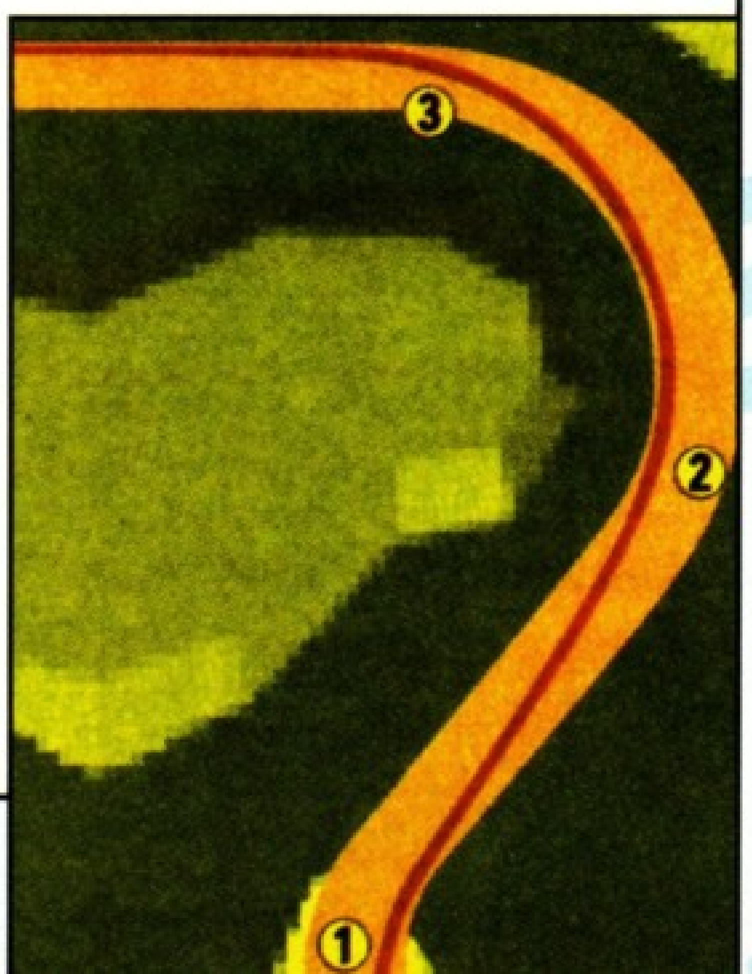
Firstly, a rather swallow bend...



... followed by a very sharp left turn.

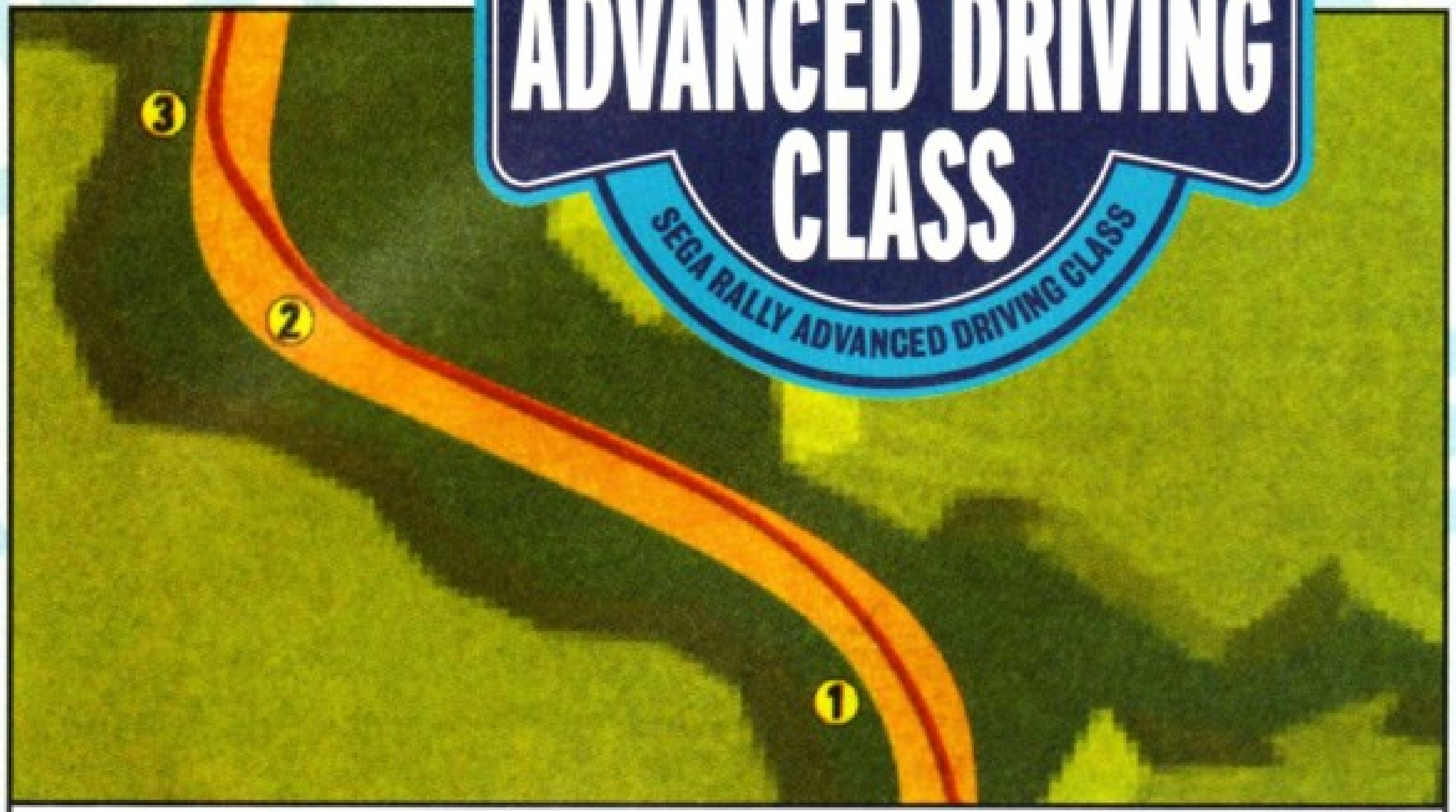


Finally wrestle with the wheel to straighten up before accelerating off!



# SEGA SATURN MAGAZINE SEGA ADVANCED DRIVING CLASS

SEGA RALLY ADVANCED DRIVING CLASS



## LAKESIDE D

From your position on the right-hand side, a small skid is all that is required for the first corner, and then you must drive along the right side of the track before a sharp slide followed by a brake to right yourself. Once completed, there's a rapid straight to follow, before you encounter another difficult turn...



Yet another drifting corner to take early.



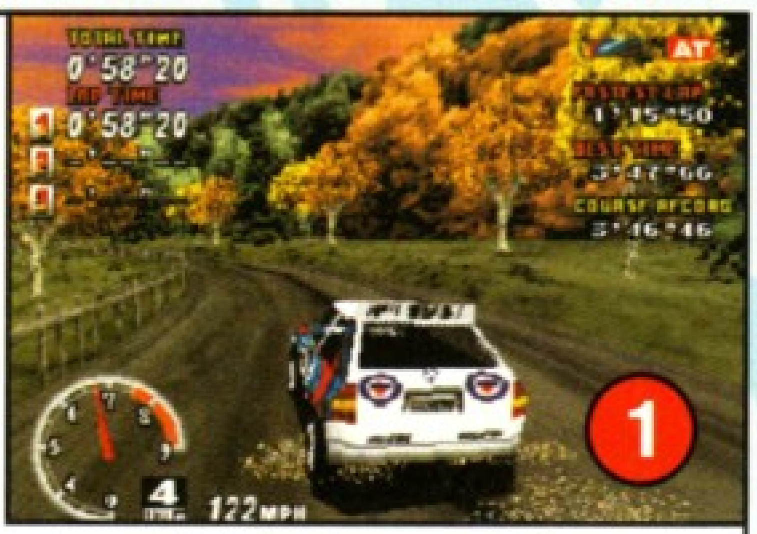
Followed by a rather sharp right turn.



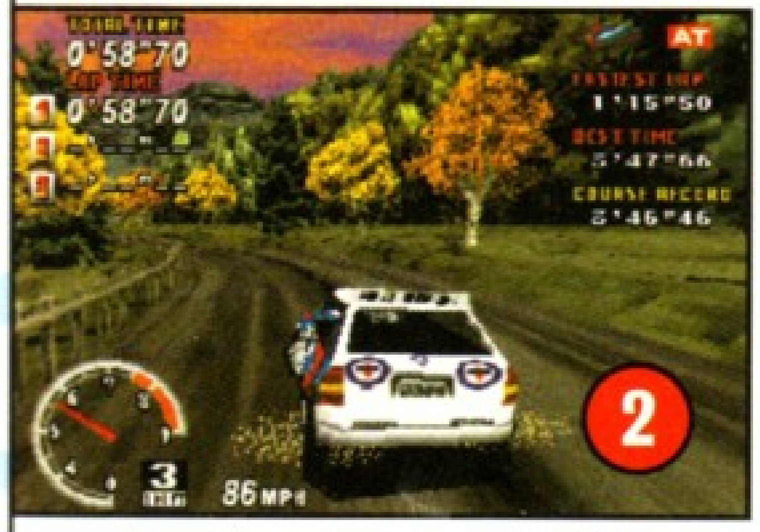
A quick touch of the brakes and then floor it towards the pretty blue lake!

## LAKESIDE F

You must fly round this long left hand corner with only the thought of winning on your mind. Start your first powerslide in the middle of the road, and continue with the tip of your bonnet nestling the left embankment. Then swing out slightly to the right for the final left-hand turn.



Approach the bend at top speed...



...and then keep on turning and sliding!

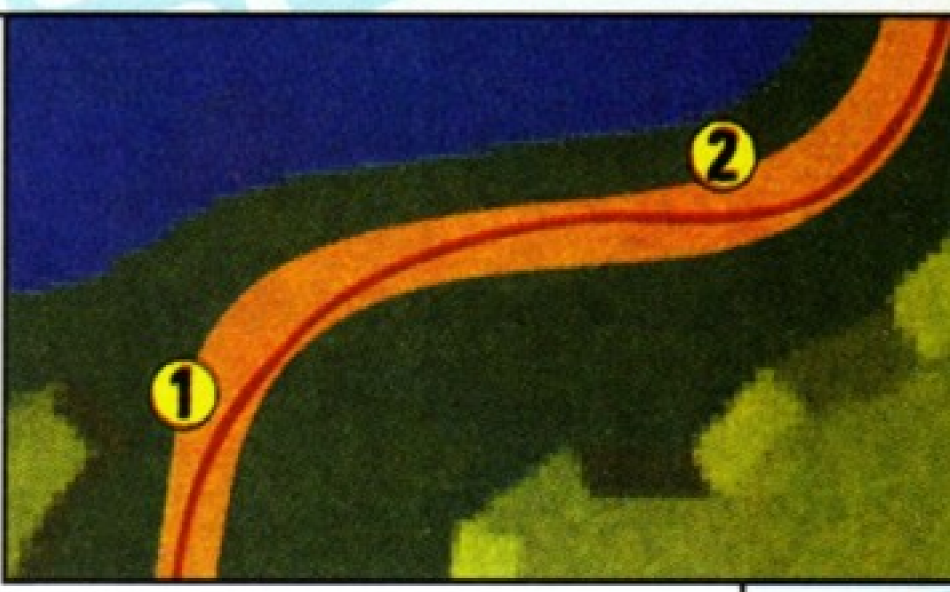


The relief of a long straight to zoom down!



## LAKESIDE E

There are only two problem sections, but the narrow roadways mean that extra vigilance and care should be taken when approaching both corners. A rather natty sweep around the first corner to the right, followed by a supremely confident left-hander is all that's required.





No time to view the scenery! Hang a right...



Before the start of a huge sliding left!

## LAKESIDE G

Almost there; just four more horrible corners to weave between, and the first two are of the usual difficulty. As usual, approach the corner wide, and then swing round in a powerslide of doom so that you're bonnet-touching before positioning yourself for the next left-hander. Then an intensive powerslide on the second bend before the final corners are taken.





Zoom out next to the wall, but don't hit it



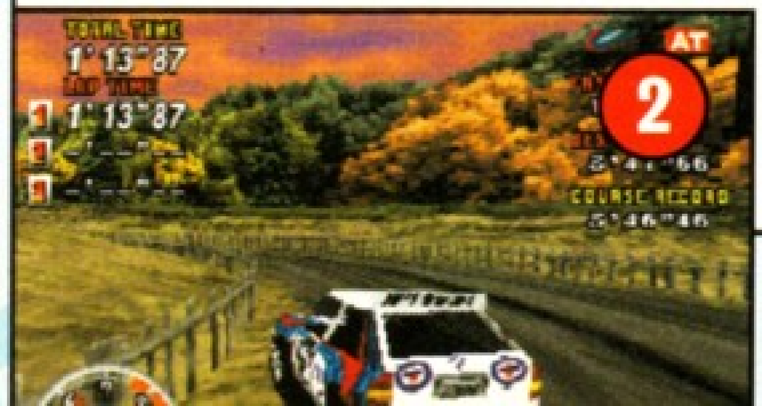
A tight second bend before a swing wide.

## LAKESIDE H

For every corner there should be a spot of gear changing that accompanies every bend (use our screenshots as a guide). After your shilly-shally through this final section of the track, the finishing straight opens up in front of you! Go for that win!



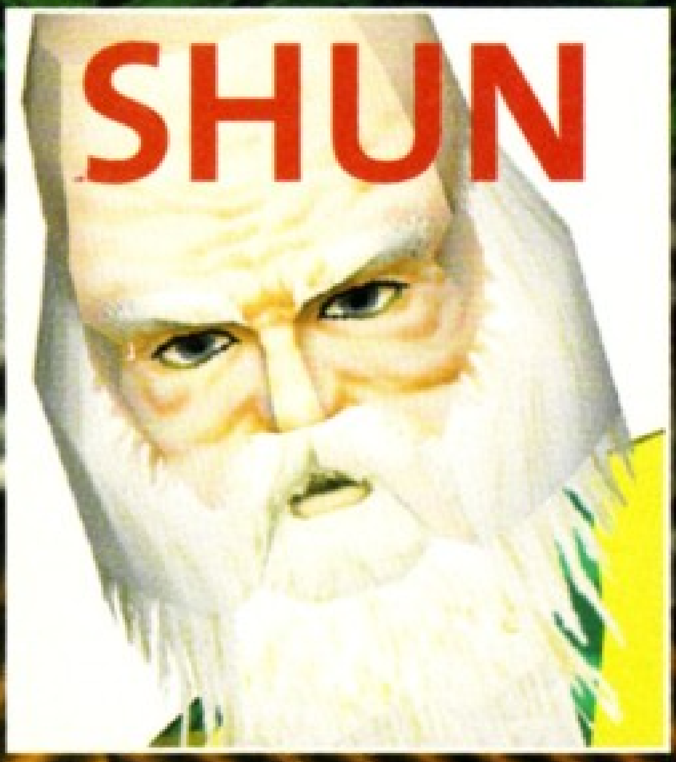
Use the same skill as for Lakeside G





**The path to true Virtua Fighter 2 mastery continues in this - the third instalment of the continuing VF coverage. In this month's section we take a look at three of the most popular characters in this incredible fighting game. First up, we have the drunken master himself, Shun Di - followed up by the Bryant siblings, Sarah and Jacky.**

Sega Saturn Magazine Virtua Fighter 2 Masterclass




The key to mastering Shun is to learn to control his huge range of unpredictable moves. Although he has a gargantuan amount of special moves at his disposal, it's actually his basic attacks that are often the most effective. This is because the specials themselves tend to be very slow to execute and easy to block. A case in point here is his flying roundhouse (K+G together) - it looks bloody great and does a fair amount of damage, but Shun advertises this movement so effectively before he does it that it's easily blocked - or worse still, countered against.

The key to Shun mastery is to learn how to get the most out of his faster moves (most of which are in the basic attacks list we printed in SEGA SATURN MAGAZINE issue three). The great advantage with these moves is that Shun effortlessly moves from one level of height to another. This of course makes forming an effective defence against him twice as difficult - opponents are confused as to whether they should be crouching and guarding or standing and blocking. These moves are extremely simple - most of them are simply one joypad movement followed by either punch or kick.

On this page, we have constructed a few combinations for you to master. Again, they aren't really that difficult to master and they certainly aren't in the same league of damage as Akira's (see last month's Masterclass). However, they're pretty much all that Shun is truly capable of. The key to comboing with Shun is to master his uppercut attack - down-down/towards-towards+P. This is Shun's equivalent of the floating knee. It can just about always be followed up if it hits correctly, and if it hits as a counter, you get extra height, enabling you to strike with even more power!

## A WORD ON AXIS STRIKES

Shun is only one of two characters in the game who has a range of "axis moves". These attacks take advantage of the depth of 3D in the game and allow Shun to move "in" and "out" of the screen. These moves are not really attacks in any sense of the word - they're best described as dodges, which enable you to dart around an opponent's attack and instantly respond. These moves are initiated using the G button along with either down/towards or down/back.



The uppercut strike (down-down/forward-forward+P) sends opponents flying when used as a counter.



Numerous follow-ups are possible. For example, this cartwheel attack (forward-forward+K).





It's that uppercut again (down-down/forward-forward+P), used to float the opponent.



Another follow-up is the simple G+K flying roundhouse kick, as used here on Lion.



Just the basic kick itself from a standstill can send an opponent flying when used as a counter.



Try following up this attack with a down sweep (down/forward+K+G), which always hits after a good float.



# SARAH BRYANT

Two characters were clearly far superior to all of the others in the first Virtua Fighter. The first (and indeed the winner of the tournament) was the combo-orientated Lau Chan. Following up quickly behind him was Sarah Bryant - the brainwashed tool of the sinister J6 Syndicate, who sent her into the tournament to kill off her brother Jacky. Still in the thrall of the Syndicate, she has been mastering some even more powerful techniques for the new tournament.

Just as before, she relies of speed and button-press combinations to really inflict the damage on her helpless opponents. In this respect, she's still way better than Jacky who trades off speed for sheer bludgeoning power. Her reliance on button press combos (such as the infamous PPPK) now is something of a disadvantage. In the first game, Pai could reverse these attacks and there was little Sarah could do about it. In VF2, it's worse still since both Akira and Kage can do exactly the same thing. Unlike Lau, she has no initiating moves which can confuse her opponent before leading into the usual PPPK - no, it's pretty obvious exactly when and where Sarah will attack, leaving her wide open to be countered.

In terms of floating and staggering combinations, Sarah remains very similar indeed to Jacky in this regard. In fact, exactly the same moves (near enough) are used by Sarah to initiate combination attacks. Those moves (elbow for stagger, knee for float) are equally effective, although Sarah's more flamboyant moves and speed allow for slightly more effective strikes.



The real problem you Sarah players really need to overcome is predictability. The temptation is to stick to tried-and-tested techniques, but this just leads to your attacks being easily countered. Go back to your basic moves lists and start again, learning how to initiate an attack from different height levels could be the key in becoming the unstoppable assassin that Sarah Bryant has the potential to be. Combine this new approach with these combos, and the tournament is easily yours...



The elbow (forward+P) is a good, fast staggering technique.



A good follow-up from the elbow is the kickflip (back/up+K).



As regular readers should know, the knee (forward+K) floats foes really well...



A good, easy two-hit follow-up strike is the double mid-kick (down+K+K)...



There's the other hit, look. A guaranteed three-hit attack.



After a back-back+K, the turn-around K technique can float well...



A myriad of possible combinations are on the cards, but for this example...



... We've decided to go for a simple PPPK combination attack.



And there we have it.

## JACKY BRYANT





The most popular character of Virtua Fighter 1 was Jacky Bryant, who earned himself many fans due to his ease of use and power. In the Japanese VF tournament which helped shape the scenario for VF2, he was trounced by Lau and Sarah players, so AM2 have boosted what he's best at (ease of use and power) for the sequel. The result is a player who all too often becomes super-cheesy in the hands of the VF2 novice. This is because attacks of such power can be activated so easily that even some experts have trouble against him. Another irritating factor about Jacky is the fact that his pounce attack (up+P) is the fastest of all the fighters and the simplest knock-down can be followed up effectively with this frustrating technique.

Of course, all of this is pretty good news if you're a Jacky player. However, if ever you want to learn to use him properly, you really want to make use of the enviable range of combos at his disposal. Like Akira, Jacky can rely on both staggers and floats in order to pull off some exceptionally damaging techniques. Unfortunately, he relies pretty much on a small range of moves to do this. For staggering, it's the elbow move (forward+P) or the side-kick (down/forward+K) and for combos it's nearly always the ubiquitous knee (forward+K).

The combinations we've set out below show off both of these types of combo and are essential reading for all Jacky players. The sad tragedy about this fighter is that regardless of how good you are at combos and what-have-you, in the end you really need to resort to cheese in order to get anywhere with him (when you're playing in the big league).



Like Sarah, the elbow (forward+P) is great for staggering opponents.



This leaves the opponent wide open to a floating knee (forward+K)



It is simplicity itself to follow up with a kick-flip (back/up+K)



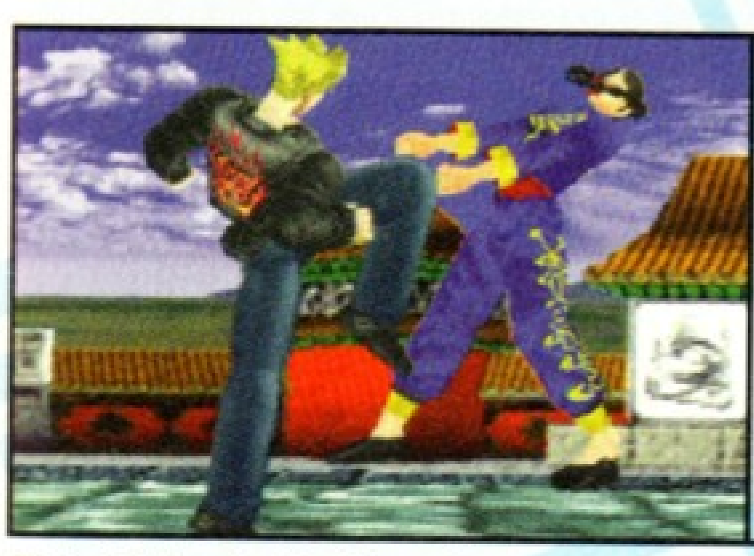
The basic toe punt (down+K) produces a reasonable float when used as a counter.



Follow this with two easy hits activated by using a simple PK combo.



You even get a nice spinning roundhouse into the bargain.



Oh look! There's that knee (forward+K) being used to float an opponent.



Tonk! A single punch catches the foe while they're in the air.

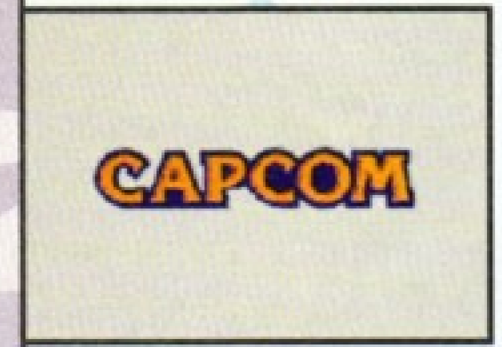


And you can get a kickflip (back/up+K) in as well for ultimate damage!

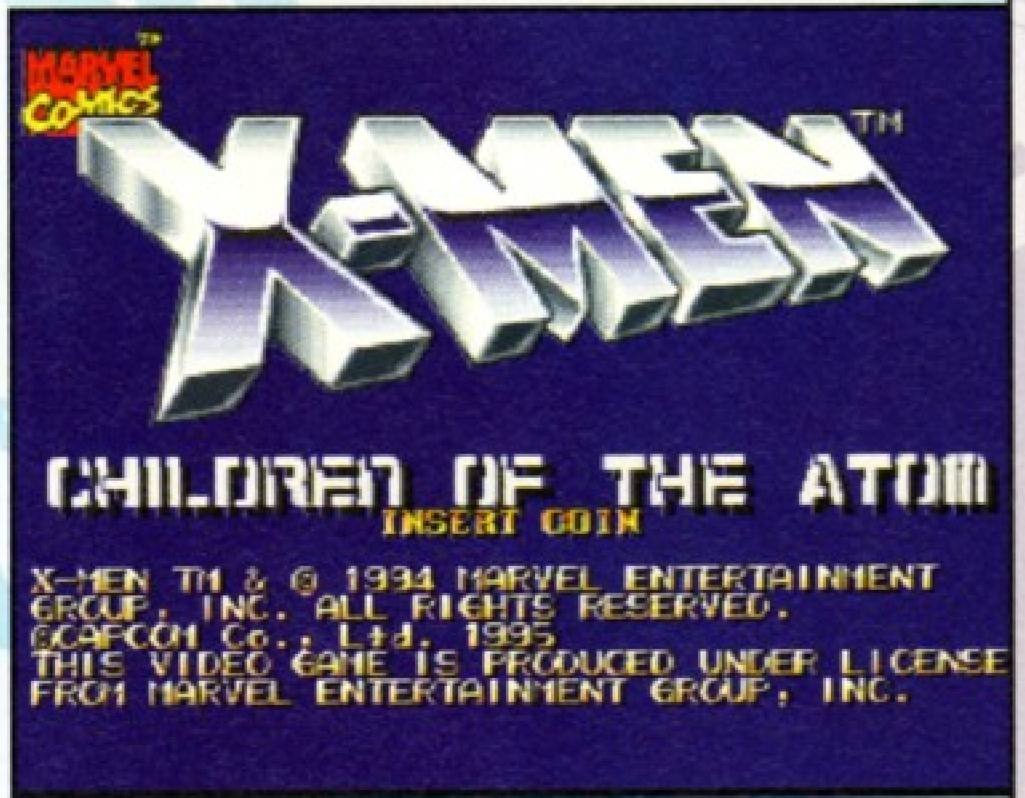
# Tips

## X-MEN: CHILDREN OF THE ATOM

It's possible to start the game up in its original arcade mode, complete with the original messages. To do this, hold A, C and Start on Controller 2 when you start the game up. Keep them held and the arcade start up screens will appear, followed by the "Insert Coin" message. The L button inserts another credit and the R button acts like "Start" in the arcade.




(Above) Press and hold the A, C and Start buttons on pad 2 here...






...And after this arcade start-up screen you'll get the "Insert Coin" message. This cheat's great. Honestly.




If you're fed up of not getting this lovely arcade Capcom screen on Saturn X-Men, use the cheat above to get it every time you play!

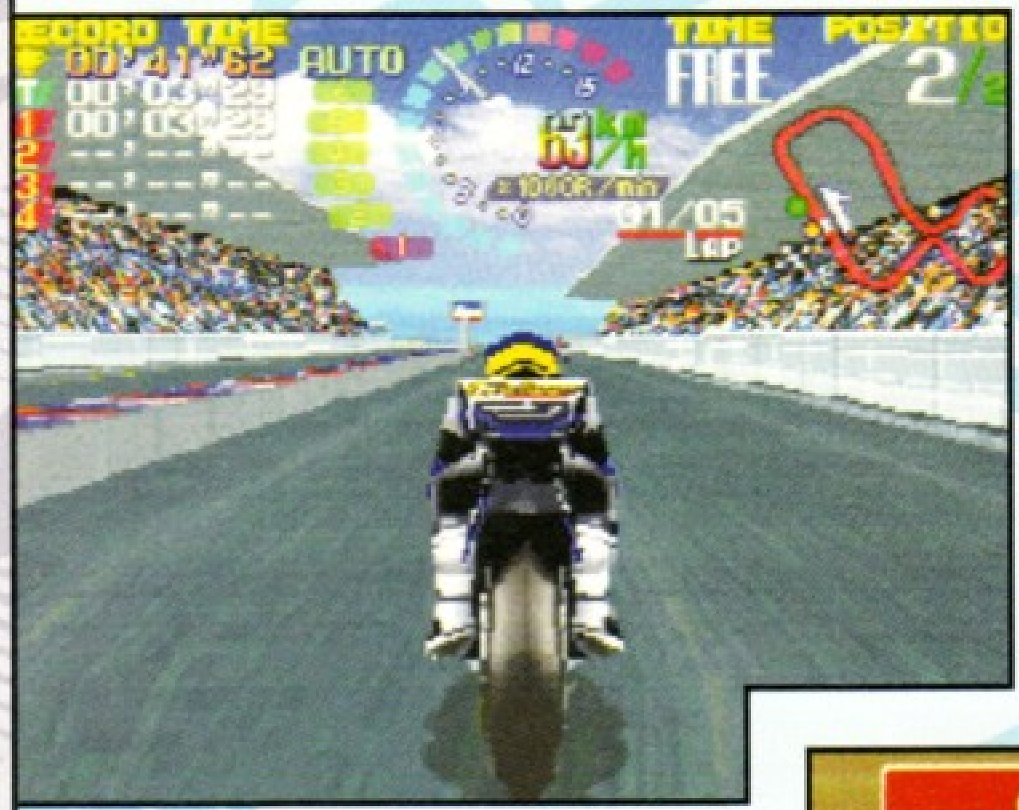
## HANG ON GP '96

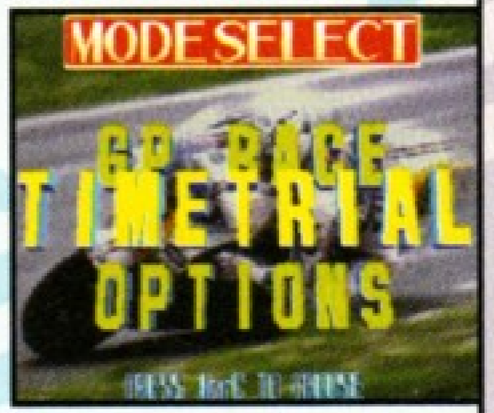
These cheats lets you access a few of the extra features in the game which would normally require playing the game. Ugh.

Access Extended Courses – Go to the option screen, highlight "Game Level" and press B. Now press the shoulder buttons in this order: R, R, L, R, R. A beep noise will let you know that the courses are available.

Free Time Trials – Highlight "Timetrial" on the main menu and press Right, Left, Up, Down, Z. A beep noise will let you know that you can now have "Free" time when in Timetrial mode.

Access Hidden Bike – Once you have collected the five extra bikes by winning the three extended courses, get a lap time of under 29 seconds on the Long Albatross Cliff Reef track. The silver bonus bike should be added to your collection.




When on this screen, press Right, Left, Up, Down, Z and you'll be able to time trial for as long as you want (left).







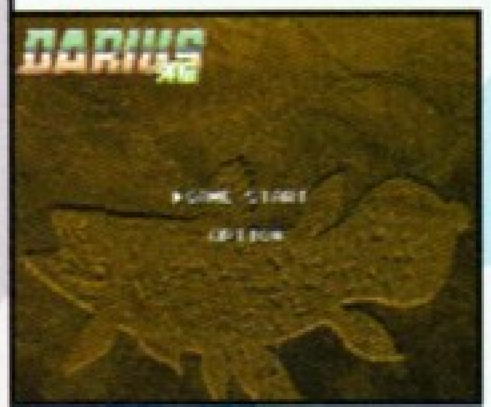
Come to this screen, press B, and then press L, L, R, L, L to get more courses.

## DARIUS

These cheats should be performed on the title screen with "Game Start" and "Option".

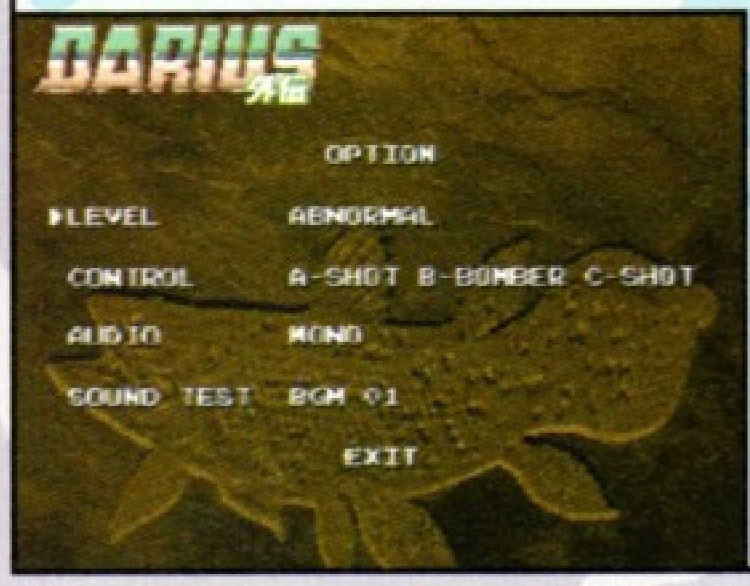
For a special "Abnormal" difficulty, hold X and press Z, C, L, B, Left, R, L. Go to the option screen to find the new setting.

For lots of credits, nine actually, press X, A, L, R, Left, then hold L and press X, C, Z, A, Right, Right. Start the game and each player will have those nine credits.



This is where you should perform both of the cheats.




On the left you can see "Abnormal" difficulty selected, and above you can see that both players have got plenty of credits. If you're playing in one-player mode, use up your nine credits, then continue as player 2.

## VIRTUA FIGHTER 2

To make the staggering letters on the name entry screen do strange things, follow these directions. All of the buttons should be held as soon as you complete the game or lose in Ranking Mode, and kept held through the "Now Loading..." screen.
Letters fight like Shun – Hold Up, A and Z until the entry screen appears.
Underwater Name Entry – Hold Y and L until the screen appears.
Letters Fight like Dural – Hold L, R, X, Y and Z until the screen appears.







Here the letter A is fighting like Shun (it's performing the B+C punch) and above it's Dural countering a punch.



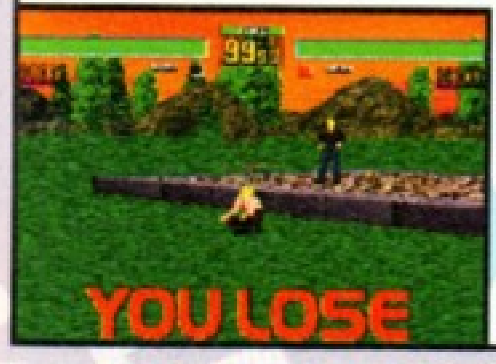

Hold the buttons before this screen appears to get the letters to fight back.



Not only is it possible to summon the Virtua Bird to fly around a fight, it's possible to make it lift your player off the screen! To make it do this, play through the game in one-player mode until you reach Jacky's stage, then press X, Y and Z on both controllers to call the bird. Now lose the final round with a Ring Out and as soon as you fall out the ring, hold Up. Keep holding it until the Game Over message appears and the bird will carry you away! It definitely works with Jacky or Dural, and it occasionally works with other characters.



Call the bird in one player mode, then fall out the ring to get the message below.







If you keep holding Up, the bird will pick your character up and carry them off the screen, just like it is with Jacky here.




## TOH SHIN DEN S

To access the free camera view, pause a game at any time and go to the options screen. Highlight "Exit" and press the L and R buttons at the same time. The pause message will disappear and you'll now be able to control the camera.

D-pad - Move camera
L - Rotate left
R - Rotate right
Y - Zoom in
Z - Zoom out




When you get to this screen, highlight "Exit" and press L and R.




## RAYMAN

If you aren't very good at the game, try this cheat out. It's probably harder to do than actually completing the game.
For 10 continues – Pause the game, press Left and release it, then press and hold A then C, then release them in the same order. Then press and hold Z, L button and R button in that order, then release them in the same order. Then press and hold X, Z and Up in that order, then release them in the same order. Then unpause.




When the game's paused, follow the instructions above to get extra continues. Personally, I'd rather run out of lives and play VF2 instead.



# OUT NOW

## GAME *of the month*

# X-MEN



| | |
|---|---|
| BY | ACCLAIM |
| PRICE | £39.99 |
| RATING | ★★★★★ |

**While Japanese audiences were treated to the finished copies of X-Men over three months ago, Uk gamesplayers were subjected the undecidedness of Acclaim entertainment. In fact, we weren't expecting to see this title in the shops until June, at the very earliest. So, to suddenly bring the game forward by around four months means that this top title has received a rather low-key release. But, don't let that put you off. Aside from Virtua Fighter 2, this is the best beat 'em up to appear on the Saturn, even though it hasn't managed to break into the 3D realms.**

Where X-Men games have been somewhat guilty in the past of mis-representing their comic and cartoon counterparts, this is by far and away the best conversion of Wolvers and co. to date. And if you're an arcade fan, there's no doubt that you'll recognise it, as it's also an arcade title – luckily, as an arcade conversion, it measures up considerably well too. In fact, there's very little difference between this and the original arcade game, but that's probably because Capcom, the developers of the original arcade title were also responsible for the conversion. Now, you'd expect the Japanese covnersion to be pretty spot on just as a matter of course, but Capcom have also done a brilliant job on the PAL converison too. The European game runs at exactly the same speed as its Japanese counterpart and comes equipped with full-screen play too.

However, it's not just a good game because the conversion is up to scratch. Nope, the gameplay itself should be enought to get any beat 'em up fan foaming at the mouth. In addition to a whole host of X-Men characters to choose from, there's literally millions of special moves to learn and of course, the opportunity to master the 24-hit combo. And, as you'd expect from the beat 'em up kings, the moves are truly spectacular, the graphics are of top notch quality and, bundled together, this makes for an excellent package – perhaps not quite as impressive as Sega's own Virtua Fighter 2, but as 2D beat 'em ups go, this is in a class of its own. An essential buy.

















We used to do that at school and get shoes full of slush.



We never did that at school, luckily. It looks painful.




Super finishes are very good indeed And make you look big and clever. Iceman's is hard to do because his Super is weak.



This shot demonstrates the demonstration sequence which demonstrates features such as the energy drain.





OUT NOW

# NFL Quarterback Club '96

| | |
|---|---|
| BY | ACCLAIM |
| PRICE | £39.99 |
| RATING | ★★★★ |

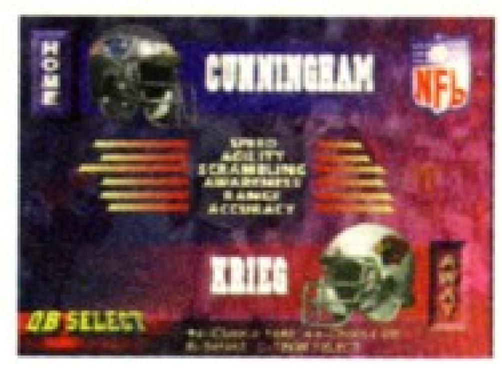
**It's taken an absolute age for an American Football game to appear on the Saturn , but you can guarantee that as soon as this is in the shops there will be an absolute deluge of footie games to follow in the next couple of months. But, for now, NFL has the steal over everything else. Which actually, is no bad thing as, although it doesn't enjoy the "big name" attraction of titles such as John Madden, it's a pretty good representation of American Football. As were the Megadrive and 32X versions of a couple of months ago. Luckily though, the Saturn version looks and feels very diffierent from its little 16-bit cousins' efforts – there's loads of camera angles to choose from, some rather nicely sheened graphics and of course, screen upon screen of "vital" footballing information. In fact, it would seem initially that Quarterback Club is a nigh on perfect representation of Yank footie. And, for the most part it is. But it does suffer from a few misgivings. Probably the most prominent irritation factor comes from the CPU's tendency to predict your passes for you, resulting in gameplay that's rather more perfect than it should be. But, in multi-player mode, this feature becomes redundant, and as you'd expect, this is the best way to play the game.**

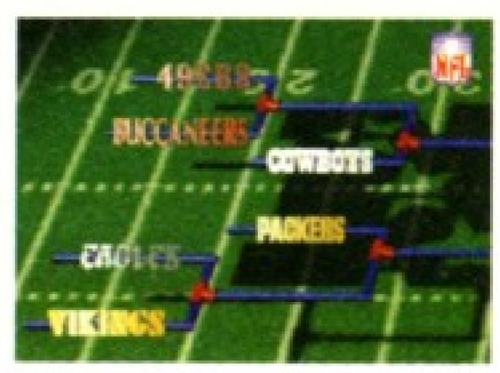
On the whole, although Quarterback Club is, for the most part, a jazzed-up glorified 16-bit title, it's still an essential buy for anyone who's into American Football. While it doesn't really expand on the game genre, unless you want to dust off your Megadrive every time you fancy a bit of John Madden, it really is the only option.

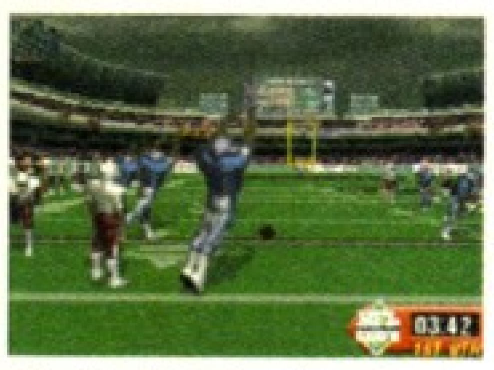




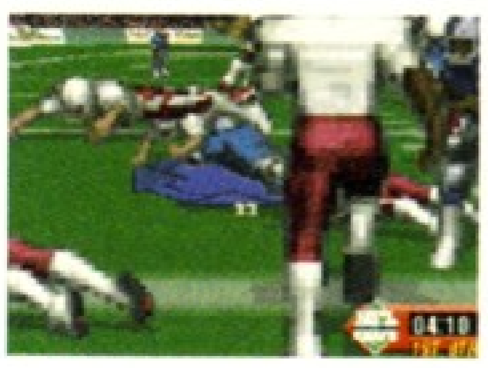


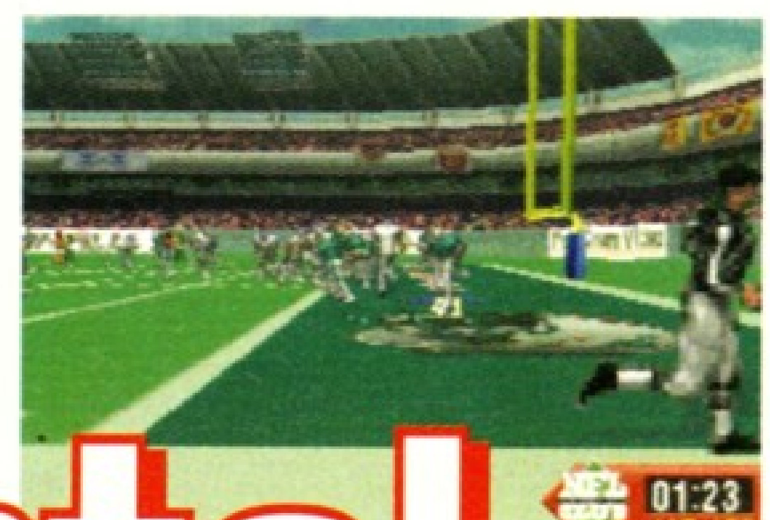


It's the first American football game on the Saturn and it's pretty damn fine.



Expect to see plenty of other American football games appearing in the near future.




# Mortal Kombat II

| | |
|---|---|
| BY | ACCLAIM |
| PRICE | £44.99 |
| RATING | ★★ |






Please take our advice and give up this in favour of MK 3 ultimate which is given the Showcase treatment in this issue.







**Oh dear. In fact, oh double dear with cherries on top. The non-appearance of MKII on the Saturn has been something of an enigma, but luckily, all is solved with its appearance this month. In fact, this works in two ways – fans of the MK series will now be able to rush out and buy the title, although when they actually come to play the game, they may find it very shocking indeed.**

Unfortunately, this has nothing to do with the copius amounts of gore in the game. Even less to do with the head-ripping, spine stripping moves either. It's more to do with the fact that this is absolutely appalling. When we reviewed the game back in the very first issue of SEGA SATURN MAGAZINE, we were informed (after our review) that the game was not to be released and was being taken back to the drawing board for some essential alterations. By this, we thought that Probe/Acclaim meant that they were intending to add the finishing touches to their game, But, what they've actually done is make the game much worse than any of the versions seen on cartridge format. Yep, gone are the fluid bouts of yesteryear, replaced instead by cantankerous, jittery gameplay. For a start, the sound, surely the boone of CD gaming is absolutely appalling, and the loading time borders on the tragic – in fact, the entire title suffers from chronic slowdown.

If ever there was a title that eclipsed the current MK backlash, this is it. A more wheezing, fragile grandad old duffer conversion you'd be hard pushed to find. The fact that this doesn't even measure up to a cartridge title should sell its utter inadequacy.

OUT NOW

# Darius

| | |
|---|---|
| BY | ACCLAIM |
| PRICE | £29.99 |
| RATING | ★★★★☆ |






**Ah, now this is more like it. Even though Darius may look like a coin-op that was squeezed out of the wrong end of the eighties, it's easily one of the most playable games of this month. Funny then, that this bomb-a-minute shooter should feature fish. Yes, fish. But, although fish are genrally quite placid creatures (apart from Pihranas of course), in this game, they're quite the most vicious beasts that mankind has ever had to face. But don't let that put you off, because that's the exact joy of playing Darius. There's literally millions of monsters to mash, most of which appear on screen at once, and even though there's a rather glaring lack of the third dimension in the gameplay, the graphics and challenge are extremely superior and should provide a superior play for all shoot 'em up fans.**

With 26 levels in all, plus a difficulty level that really will challenge all standards of gamers, Darius is the perfect choice for anyone who's into pure gameplay. As long as you're not going to moan that it's not using the Saturn's full potential, that is.

# TITAN WARS

| | |
|---|---|
| BY | BMG |
| PRICE | £39.99 |
| RATING | ★★☆☆☆ |



**Titan wars: it came, it saw, and then it sluggishly crawled into the box marked exceedingly naff. Bargain bucket bound!**



**After a lack of shoot 'em ups at the time of the Saturn's launch, a few more seem to wheedle their way on to the machine each month, although we're yet to see one of any substantial proportions.**

Basically, your objective in this game is to fly about in your little toy ship, negotiating valleys and the likes, and shooting lots.To break up the monotony, there's also plenty of nice FMV interludes, the cheesiness of which has not been seen since the days of Tom Cat Alley on the mega-CD.

In fact, "Mega-CD" sums this title up very well. If you need further evidence to support this theory, just take a look at the 3D or even the animation on the ship.

It's a shame that equal amounts of effort weren't ploughed into both the FMV sequences and the gameplay, as the best hasn't been made of either part to warrant either extended play or a purchase of the title.

# HANG ON

| | |
|---|---|
| BY | SEGA |
| PRICE | £39.99 |
| RATING | ★★★☆☆ |

**Released in the late months of last year to a rather apathetic Japanese audience, Hang On didn't exactly generate the excitement that Sega hoped it would. The most obvious reason for this, is while the arcade version of Hang On was probably one of the most popular arcade titles of the last decade, the Saturn "conversion" is unfortunately nothing like the coin-op everyone goes all misty-eyed over.**

What's there in its place isn't awful by any means – the action provides a playable enough racer, although almost every feature is lacklustre in one department or another. For instance, while the graphics have a decent amount of variety, the motorbike looks nothing like the real thing, has hexagonal wheels and very little thought put into its appearance. And the gameplay, whilst almost reproducing the effects of a motorbike sim, feels almost dream-like –there's no weight to the bike and the controls are just way too sensitive.

Of course, if it wasn't for the appearance of the heavyweight Sega Rally, Hang On may have just about chugged its way on to a decent sales performance. But with such excellent titles already out there, there's no real room for another racer that's not up to scratch.





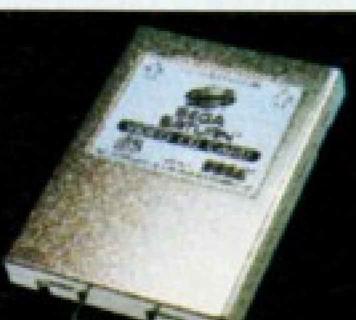

**Hang ON: it's no dream machine unfortunately.**



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# CD FILMS/MUSIC



COMPACT disc DIGITAL VIDEO

COMPACT disc DIGITAL AUDIO GRAPHICS

To play any of these titles, you'll need a **video cd card**, costing £170. See your retailer for more details.

## WET WET WET: END OF PART ONE

BY POLYGRAM | PRICE £14.99 | RATING ★☆☆☆☆

Obviously you're only going to consider buying this is you're already a confirmed Wets fan, so you don't want us to sit here deriding your fave band and their lack of any real songwriting or performing ability. Well tough tits, because that's what you're going to get. The sooner this band of pretentious "we're real musicians, honest" call it a day the happier we'll all be.In fact, I have a theory that the extreme crime rate in Wet's native Glasgow is directly proportional to the number of Wets records sold.The only saving grace is that the interminable Love Is All Around has been deleted and as such does not appear on this VCD.




## THIS IS VIDEO CLASH

BY OMNIMEDIA | PRICE £14.99 | RATING ★★★☆☆

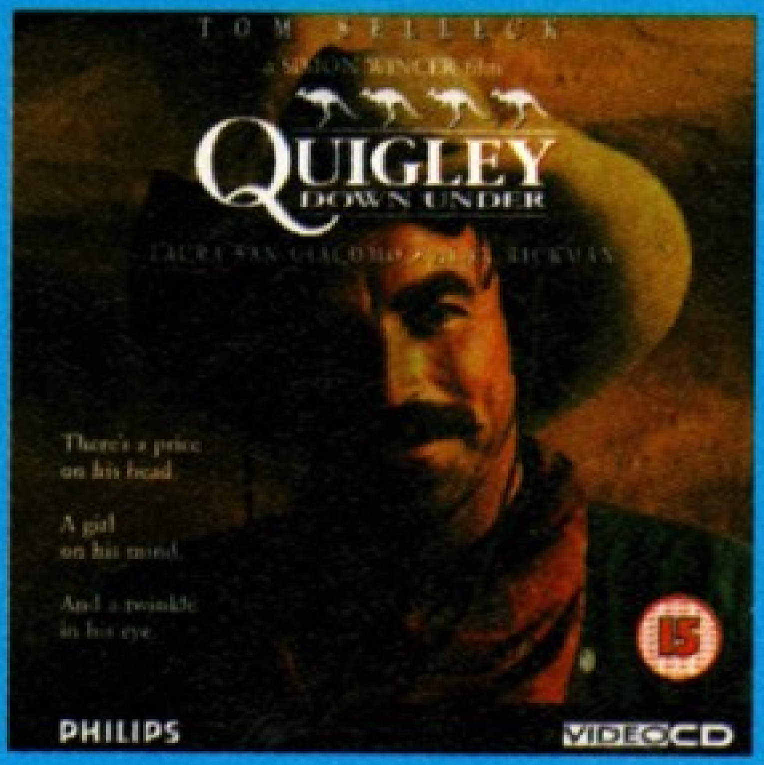
Quite some contrast from the WWW. 'Greatest of' is this hastily compiled VCD, not intended to cash in on the current re-vogueishness of punk *at all*, although I'd much rather see a cynical punk revival than a soulless trad pedestrian music-for-sales-reps Video CD any day. Anyway, for your money This is Video Clash provides you with all the Clash's hits. Which, sadly for people who like getting lots of things for little money, is only eight tracks. But they're eight corkers, kids, much better than all that rubbish in the charts etc etc. Basically if you share musical tastes with your dad or think Green Day are dead dead rock 'n' roll you'd probably appreciate a butcher's at this.




## QUIGLEY DOWN UNDER

BY PHILIPS | PRICE £14.99 | RATING ★★☆☆☆

This actually did quite well when it hit the cinema, despite the rather shaky Tom Selleck/Australia/still got a big moustache premise. It's a cheery enough action-comedy-romance thing with lots of essentially good-natured shootings and fist fights. In fact, it's not unlike a feature-length 19th Century Australian episode of Magnum, with a bigger 'tache. Anyway, it's not all that bad, and the encoding is surprisingly good, but it's too vapid to really support fifteen quids worth of outlay. This is compounded by the depressingly now-standard "intermission" as you swap CDs mid-way through the performance. Although admittedly there isn't a lot of momentum to lose.




## ABOVE THE LAW

BY CD VISION | PRICE £12.99 | RATING ★☆☆☆☆

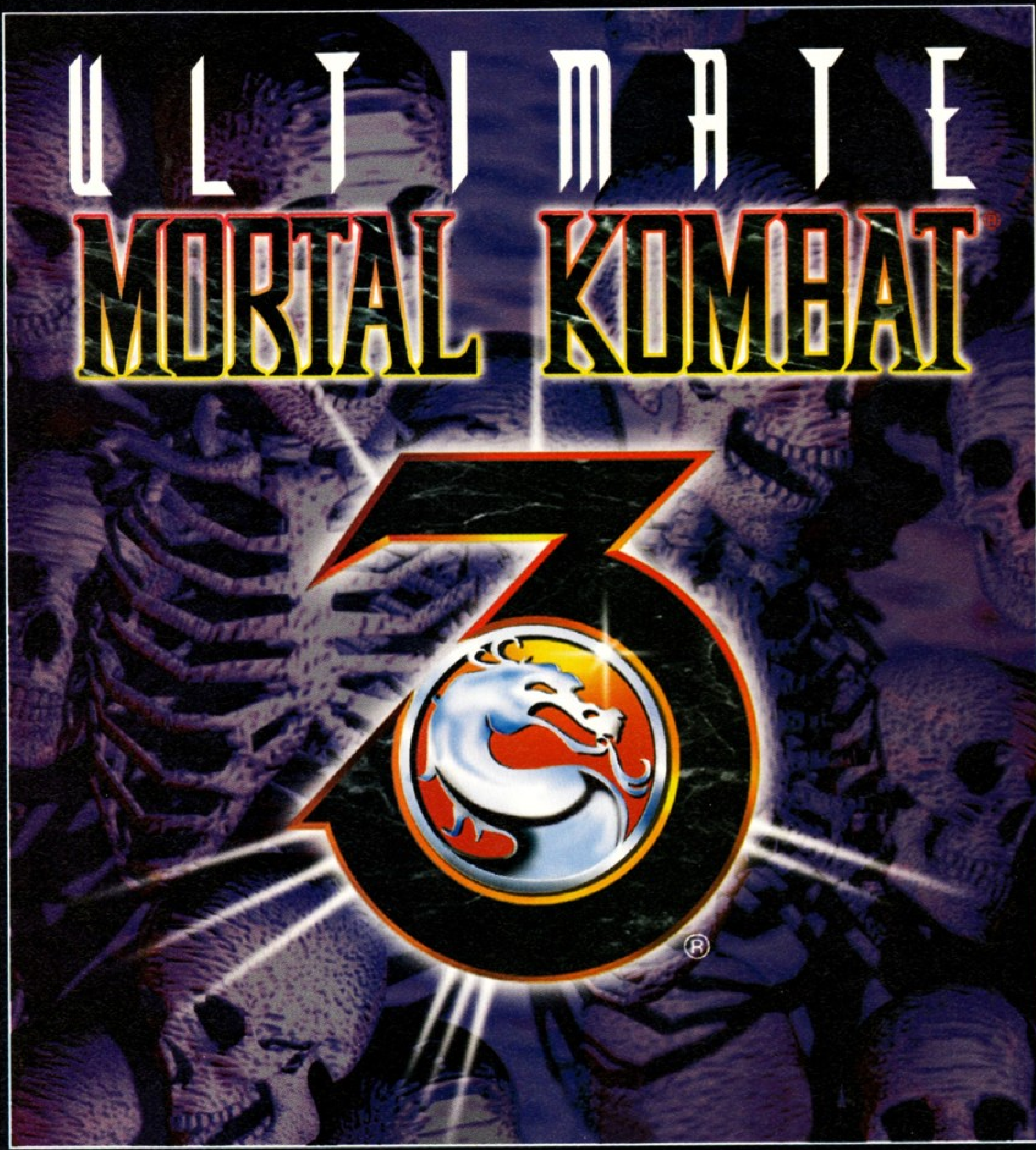
Cheaply-produced CD of the month is Above the Law, brought to you by the same team behind Motorway Ghouls – Real Death Sequences of the Road!!. It's another of those cobbled-together bunches of disaster clips, this time from the wacky world of various motor racing fraternities. Watch them roll their trucks, fly off their bikes and smash their cars into thousands of little tiny pieces – all without anyone being seriously hurt (it says here). Well that's missing the point – you buy this sort of thing because you want to see people getting seriously hurt. Sadly we can't recommend this thanks to it's abysmally low body count. And the awful commentary. And the fact it's awful.



# next Month

## DESTRUCTION DERBY REVIEW!

Oh you lucky lucky readers you. Next month (finally) sees the review of Destruction Derby! Yes, we know it's taken ages, but it's finally finished! And that's not all – there'll be loads more Saturn coverage inside the mag, including LOADED and full reviews of MORTAL KOMBAT 3, DARK-STALKERS, DEFCON 5 and EURO 96. You'd be an obvious fool to miss it. So don't, or people will point at you in the street laughing "Fool! Fool!" until you are eventually driven to suicide.




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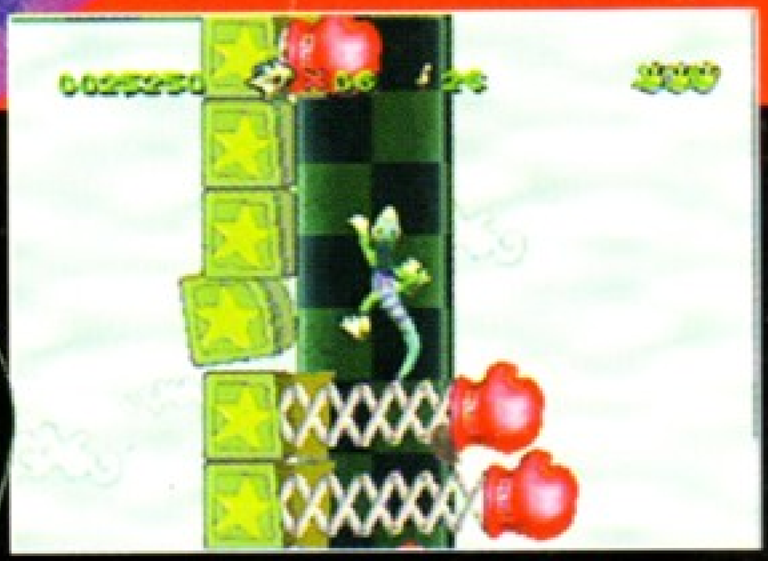

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